

# FRAN ALONSO

Modeller | 3D Artist

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## SKILLS

- Character and creature modelling for video games and films.
- Hard-surface modelling of props, environments and vehicles.
- Solid understanding of human and creature anatomy.
- Digital sculpting.
- Texture painting, UVs and LookDev.
- Clean and efficient topology creation.
- Lighting and rendering.
- Traditional drawing and sculpting.

## SOFTWARE

3dsmax | Maya | Zbrush  
Marvelous designer | World Machine  
Mari | Photoshop | Substance Painter  
Arnold | V-ray | Mental ray | Keyshot  
Unity | Unreal Engine  
Clarisse | Nuke | PhotoScan

## EDUCATION

Bachelor's degree in **Fine Arts**  
Universidad Complutense de Madrid

**Spanish** - Native proficiency  
**English** - Professional proficiency

## FILMOGRAPHY

**Lionheart** - TBD  
**Maleficent: Mistress of Evil** - Disney, 2019  
**The Old Guard** - Netflix, 2020  
**Artemis Fowls** - Disney, 2020  
**The Eternals** - Marvel, 2021  
**Cursed** - Netflix, 2020  
**Intergalactic** - Sky, 2021

## VIDEO GAMES

**Asphalt Xtreme** (2016) iOS/PC  
**Disney Magic Kingdom** (2016) Android  
**Asphalt Overdrive** (2014) iOS/PC

## EXPERIENCE

- |                              |   |
|------------------------------|---|
| <b>Modeller</b>              | <b>MILK VFX</b> <i>milk-vfx.com</i>   |
| Sept 2019 - Present          | Modelling and texturing characters, hard surface assets and environments for films and TV series.   |
| <b>Asset builder</b>         | <b>THE THIRD FLOOR</b> <i>thethirdfloorinc.com</i>  |
| Jan 2019 - Sept 2019         | Modelling, texturing and rigging assets based on 2D artwork, scans or directly from the script for Pre-Viz and Post-Viz for Films and TV series.  |
| <b>Modeller</b>              | <b>MANY-WORLDS</b> <i>many-worlds.es</i>  |
| Ago 2017 - Nov 2018          | Freelance modelling and texturing for an AR project.  |
| <b>Lead/Senior 3D Artist</b> | <b>GAMELOFT</b> <i>gameloft.com</i>   |
| Sep 2013 - May 2018          | <ul style="list-style-type: none"><li>• Character high/low modelling, texturing and integration.</li><li>• Environment layout, modelling, texturing and lighting.</li><li>• Supervision from greybox to final optimization and delivery.</li><li>• High/low-res environment/props modeling and texturing, from hero assets to modular kits (rocks, vegetation, etc).</li><li>• Cars modelling, texturing and integration for Asphalt using commercial and proprietary software.</li><li>• Review and integration of the assets done by external teams.</li><li>• High-poly modelling for pre-rendered game assets.</li><li>• High quality renders for marketing purposes.</li><li>• Mentoring the newcomer and junior artists that joined the studio.</li></ul> |
| <b>Modeller Supervisor</b>   | <b>PLASMA SL</b> <i>plasma.es</i>   |
| Jan 2012 - May 2012          | Charactes and animals modelling and Uv work for an animation project. I also supervised sets&props modeling.  |
| <b>Modeller</b>              | <b>ROLLICKIN'</b> <i>rollickin.com</i>  |
| Jan 2012 - Apr 2012          | Modelling and texturing of characters for an animated feature called LIONHEART (TBD).   |
| <b>Modeller</b>              | <b>LA CASA ANIMADA</b> <i>lacasaanimada.com</i>   |
| Jun 2011 - Nov 2011          | Modelling and UVs for characters, sets and props (Unity).   |
| <b>Modeller</b>              | <b>PLASMA SL</b> <i>plasma.es</i>   |
| Feb 2011 - Jun 2011          | Characters, sets and props modelling.   |
| <b>Modeller</b>              | <b>DIGITAL FURNITURE</b> <i>digital-furniture.com</i>   |
| Nov 2004 - Mar 2010          | Furniture and interior modelling, texturing and render  |
| <b>3D Artist</b>             | <b>ASA COMMUNICATION</b>  |
| Mar 2005 - June 2005         | Architectural visualization (interior scenes).  |
| <b>3D Generalist</b>         | <b>PLASMA SL</b>  |
| Feb 2003 - Nov 2003          | Architectural visualization.  |