

FRAN ALONSO

SENIOR ARTIST | CHARACTER ARTIST | GENERALIST

FRANALONSO.COM

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SKILLS | SOFTWARE | EDUCATION | LANGUAGES

- Character/creature modelling and texturing for video games and films with solid understanding of anatomy and topology. Hard-surface modelling and texturing of props, environments and vehicles for real-time and vfx. Unreal/Unity full cycle from implementing to materials and optimization including blueprints (Unreal). Lookdev, lighting and rendering in Arnold, Unreal and Vray. Leading internal teams and also external outsourcing vendors
- Maya, Blender, 3dsmax, Zbrush, Marvelous Designer, Mudbox, Gaea, Mari, Substance Suite, Photoshop, Arnold, V-ray, Unreal, Unity
- **Bachelor's degree in Fine Arts** Universidad Complutense de Madrid 2008
- **Spanish** - Native proficiency **English** - Professional proficiency

EXPERIENCE

SENIOR 3D ARTIST

FREELANCE

Sept 2024 - present

Modelling and texturing a wide range of assets for various video game studios, including characters, creatures, and hard-surface objects. Additionally, creating and integrating them in both Unity and Unreal Engine.

- Senior Artist for a VR game in Unity @ Virtualage

- Senior Artist for a Third person shooter in Unreal 5 @ Playa3ull Games

SENIOR MODELLER/CREATURE ARTIST

MILK VFX

Jan 2023 - Sept 2024

Modelling creatures for an episodic show, including concept sculpts, production modelling and blendshape work.

Surviving Earth

NBC 2024

SENIOR MODELLER/CHARACTER ARTIST

SCANLINE VFX

Jan 2022 - Dec 2022

Modelling characters and hard surface assets for Feature films, including concept modelling, facial blendshapes and shot finaling.

The Flash

Warner/DC 2023

Aquaman 2 : The Lost Kingdom

Warner/DC 2023

Meg 2: The Trench

Warner 2023

LEAD ASSET ARTIST

FRAMESTORE

Sep 2020 - Jan 2022

Modelling and texturing assets for Framestore IA, FPS and Virtual Production (VAD) using off-line and real-time workflows in Unreal to deliver final pixels on LED Volumes.

Foundation S2

Apple+ 2022

1899

Netflix 2022

Moon Knight

Disney 2022

MODELLER/CHARACTER ARTIST

MILK VFX

Sep 2019 - Sept 2020

Modelling and texturing characters, hard surface assets and environments for Films and TV series.

The Old Guard

Netflix 2020

Cursed

Netflix 2020

Intergalactic

SKY 2021

ASSET/CHARACTER ARTIST

THE THIRD FLOOR

Jan 2019 - Sept 2019

Modelling, texturing and rigging assets based on 2D artwork, scans or directly from the script for Pre-Viz using Unreal and Maya.

Artemis Fowls

Disney 2019

Maleficent: Mistress of evil

Netflix 2020

The Old Guard

Netflix 2020

LEAD/SENIOR 3D ARTIST

GAMELOFT

Sep 2013 - May 2018

Characters, enviroments, cars and props modelling, texturing and engine integration. High-poly modeling for pre-rendered in-game assets and renders for marketing purposes. Leading and mentoring newcomers and artists that joined the team. Supervision from greybox to final optimization and delivery. Review and integration of the assets done by external teams.

Asphalt Overdrive

iOS/PC 2014

Disney Magic Kingdom

Android 2016

Asphalt Xtreme

iOS/PC 2016

Unannounced fighting game

iOS/PC

EXPERIENCE

FREELANCE 3D ARTIST

MANY-WORLDS

Sep 2018 - Dec 2018

Modelling and texturing assets for an AR app in Unity to visualize toys of Carrefours's Christmas catalogue.

MODELER SUPERVISOR/CHARACTER ARTIST

PLASMA SL

Jan 2012 - May 2012

Charactes and animals modeling for an animation project made in Blender to promote a theme park. I also supervised sets&props modeling.

CHARACTER ARTIST

ROLLICKIN'

Jan 2012 - Apri 2012

Modeling and texturing of characters for an animated feature called LIONHEART (TBD).

3D ARTIST

LA CASA ANIMADA

Jun 2011 - Nov 2011

Modeling and UVs layouts of characters, sets and props for an adventure video game in Unity for iOS based on the 17th century Santa Cruz de Tenerife(Spain). I also did optimization in the geometry and textures.

MODELER

PLASMA SL

Feb 2011 - Jun 2011

Characters, sets and props modeling for a shortfilm "Important things" made in Blender.

3D ARTIST

ASA COMMUNICATION Ltd

Mar 2005 - Jun 2005

Modelling, texturing and lighting of interior scenes to be used on an online flash website to customize clients decorations needs.

MODELER

DIGITAL FURNITURE

Nov 2004 - Mar 2010

Modeling of over 450 high-res furniture models and over 100 interior scenes for their subsequent online distribution.

3D GENERALIST

PLASMA SL

Feb 2003 - Nov 2003

Architectural visualization including modeling, texturing, lighting and rendering of flats, houses and entire developments in Vray