



Software proficiency

3D max	★★★★☆
BLENDER	★★★☆☆
PHOTOSHOP	★★★★☆
GIMP	★★★★★
ZBRUSH	★★★★★
SUBSTANCE PAINTER	★★★★☆
SUBSTANCE DESIGNER	★★★★☆
MARVELOUS DESIGNER	★★★★☆
MARMOSET TOOLBAG	★★★★☆
KEYSHOT RENDERER	★★★★☆

Ada Ferran Rúbies

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Education

COMPUTER ENGINEERING
(2003–2013)

Universitat Autònoma de Barcelona – UAB

MASTER ON VIDEOGAMES – 3D ART ITINERARY
(2013–2014)

Universitat Autònoma de Barcelona – UAB

INTRODUCING ILLUSTRATION
(2013)

Escola Massana – (Barcelona)

Languages

English *Upper Intermediate*
Spanish, catalan *Bilingual / Native*

Abilities

- 3D art:
Low /high poly organic and hard surface modeling.
PBR and procedural texturing, retopology, baking and render.
- Design and illustration in different media: on paper and digital.
Knowledge and interest in art, painting and crafting.
- Teamwork, adaptability, organization, proactivity, imagination.
- Ease of learning new software tools and self-management to find solutions.

Experience

3D commissions from January (2016) until now:

I've been working for different clients modeling furniture, clothes, packaging, foods, and liquids.

KENFAY-skincentive: High-poly modeling and unwrap of all bottles and packaging.
<https://www.kenfay.com/>

Unity Asset store products:

Shiny Kitchenware

<http://u3d.as/FSU>

Videogames:

On Google play:

Loli-clicker (2016) with **Laredec Games**

As illustrator and GUI designer:

<https://play.google.com/store/apps/details?id=com.laredec.loliclicker>

Final videogame degree project:

Sacra Demo (2014)

Team working as modeler, texturer, animator and GUI designer.

<https://youtu.be/TkGzF46I7A>

Other activities

Ludum Dare editions:

LD35 Spacetime shifters 2016

LD33 Release Day 2015

LD31 Heroes in Tray 2014

LD28 Hairy cave 2013

LD27 Harvest in 10 seconds 2013

<http://ludumdare.com/compo/author/atridas/>

Portfolio

ada_ferran.artstation.com