

David Masana

Environment Artist & Game Designer

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Overview

A 3D Environment Artist that creates world levels for games. Specialized in Unreal Engine with modular props, with a passion for new workflows, software and challenges.

Experience

2021 - Now. Environment Teacher. [UPC - Universitat Politècnica de Catalunya](#).

2020 - Now. Environment Artist. [Pangea: Beyond Extinction](#).

2020. Teaching Assistant. [Vertex School](#).

2020. Professor (facilitator) 3D Modeling in Blender. [Jaume Viladoms School](#).

2020. Environment for the Rookie Awards 2020: [Bleak City](#).

2019. Vaa'rcel Environment for Vertex School Bootcamp. Read the article at: [80 Level](#).

2018. Star Wars Galaxies Legends (MMO). 3D Assets for fan mod.

2017. Summer UE4Jam. See it here: [Cursed Fight](#).

2017. Master in Animation, Digital Art and Video Games project. Download: [LAST HOPE](#).

2017. NeoGotic Project (VR).

Education

2019. Environment Art Bootcamp. [Vertex School \(previously Game Art Institute\)](#).

- » Had a mentorship in environment art by Ryan Kingslien (former Zbrush, Vertex School CEO) and Simon Fuchs (former Blizzard Senior Environment, now at Valve).

2016-2017. Master in Animation, Digital Art and Video Games. [UPC \(Barcelona\)](#).

- » Learned many aspects of videogame production lines with sector recognized professionals such as Pablo Belmonte (3D Art), Marc Ripoll (Animation), Ricard Pillosu (Programming) and Jesús Alonso (Project Management).

2015. Certificate in Principles of Game Design. [Michigan State University @ Coursera](#).

- » Principles of game design by the hands of the anthropologist and game designer Casey O'Donnell.

2015. Certificate in Game Development. [Michigan State University @ Coursera](#).

- » Game development course by Brian M. Winn.

2012-2016. Bachelor's Degree in Multimedia. [UPC \(Terrassa\)](#).

- » Among others, I got engaged into game design principles and theories by Oriol Boira (expert in Game Design), and into playability and usability by Juanjo Fábregas (Expert in Usability).

2012-2013. Graphic Design Certificate. [ESPAI \(Barcelona\)](#).

Volunteering

DEC 2018 & 2019. Food Gathering and sorting. [Banco de Alimentos](#) (Spain's Food Bank).

Skills

Game Design, 3D Modeling, Trim Sheets, Modularity, Level Design, Mesh Decals, Texturing, PBR, Baking, UVs, High Poly & Low Poly, Hardsurface, Retopology, Animation, C#, PHP, JS, HTML5, CSS.

Community Management
Conflict Resolution
Problem Solving
Teaching capabilities

Software

3D MAX, Maya, ZBrush, Substance Painter, Substance Designer, TopoGun, Unreal Engine, Unity 3D, Marmoset Toolbag, Adobe Pack.

Languages

Spanish: Native.

Catalan: Native.

English: Advanced.

Japanese: Basic.

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