

CURRICULUM VITAE

Juan Servera Safon

Email: info@juanserv3d.com

Phone: +34 640 61 71 95

Address: Boslerstraße 9, 70188 Stuttgart

Web: www.juanserv3d.com

www.artstation.com/artist/zeke81



WORK EXPERIENCE

2021-2022

Scopely/ Genjoy: Senior 3D Artist

Remote, Spain

- Working as a Senior 3D Artist on "Tuscany Villa" and "Monopoly Go" video games.

2019-2021

Pixomondo: Lead 3D Artist

Stuttgart, Germany

- Leading the 3D VR department in several projects, using devices like Hp Reverb, Oculus Rift, Holodeck VR. Projects for Siemens, making vehicles and environments, and "Mission to Mars", VR experience in partnership with Spree, and the narrative from Galileo.
- Texture Artist in several films, e.g. "Fengshen Trilogy" and "Tom Clancy's without remorse".

2017-2019

Freelance Senior 3D/ VR Artist/ Illustrator/ QA Tester

München, Germany/ Valencia, Spain

- VR Artist . Concept and 3D Environment Artist for VR project, commissioned by 'Oblumi S.L.'.
- Technical Artist. In the development of "Divinity: Original Sin II" for Nintendo Switch, commissioned by 'BlitWorks'.
- QA Tester of "Super Meat Boy", "Owl Boy" The Blob 2", "Jellycopter" on several platforms for 'Lollipop Robot'.
- Creation of promotional content for the launch of my personal Kickstarter campaign "Living Hell card game", including game design, illustrations, videos, banners, etc.

2014-2017

Genjoy: Senior 3D/2D Artist

Sevilla, Spain

- Working on mobile video games for Hasbro, Warner Bros, Disney and Lucas Arts on these projects: "Barbie Sparkle Blast", "My friend Scooby Doo", "Star Wars Puzzle Droids", "Coverfire".

2011-2014

Ninja Fever: Art Director/ Senior 3D/2D Artist

Vila Real, Spain

- Art Director "It came from Beta-minotauri" PSVita video game (Unreleased).
- 3D/2D Artist on iOS games "Arson & Plunder" and "KeedoZ".

2009-2010

Nerlaska: Environment 3D Artist/UI Artist

Moncofar, Spain

- Environment artist for MMORPG called "Captain of Sea War".
- UI Artist for "Captain of Sea War".
- UI Artist for several Facebook projects.

2009

Keytoon: 3D Artist

Valencia, Spain

- Making Environment and Character Art for TV program "Babaclub", aired on canal 9 (Spain).

2007-2009

Ubisoft/Virtual Toys: Character Artist & Technical Artist

Valencia, Spain

- Modeling the characters of "Street Tennis" WiiWare video game.
- Particle effects in "Street Tennis" video game.
- 3D assistant on Wii video game "Imagine Fashion Idol" for Ubisoft.

2007

Freelance 3D Artist

Valencia, Spain

- Working as a 3D Artist on several projects for Nerlaska company.

2005-2006 **Acero Studio: Architectural modeler** Valencia, Spain
• Working on several architectural projects as e.g. Salones Roquenublo.

2004-2005 **Pyro Studios: Junior 3D Artist** Madrid, Spain
• Creating textures and 3D art for "Commandos Strike Force" for several platforms: PC, PlayStation 2 & Xbox.
• 3D Artist in "Sports Manager" PC video game (Unreleased).

2004 **Cúspide Inmobiliaria: Web Designer** Valencia, Spain
• Making the Web design of the company.

COMPETENCES

3D Studio Max, Maya, Modo, Zbrush, 3D Coat, Photoshop, Substance Painter, Mari, Quixel, Marvelous designer, Marmoset Toolbag, Vray and Mental Ray, Unity 3D Editor, Unreal Engine, After Effects.
Additionally, I am familiar with version control software like Git, Perforce or Tortoise, and project management tools like Jira or Shotgun.

EDUCATION

2000-2002 College of Art and Design, Valencia, Spain: *Associate Degree in Arts.*
1997-2000 High School Luis Vives, Valencia Spain: *GCE A-Level Degree.*

ADDITIONAL SKILLS

2009 Gnomon School of Arts, Los Angeles, USA: *Classes in Anatomy and Program Lectures in Zbrush and Maya.*
2004 Zima S.L., Valencia, Spain: *Professional course in Photoshop.*
2004 Idese Formación, Valencia, Spain: *Professional course in Webdesign.*
2003 INTLA Formacion S.L., Xirivella, Spain: *Graphic Design Master. 3D Studio Max, Photoshop, QuarkXpress.*

LANGUAGE SKILLS

Spanish (native language), English (fluent), German (beginner).

PERSONAL INTERESTS

Photography, 3D printing, traditional arts like painting or sculpting, travelling, music, sports.