

# JUAN SERVERA SAFON

## 3D ARTIST

46009 Valencia, Spain | +34 640 617 195

info@juanserv3d.com

www.juanserv3d.com | www.artstation.com/artist/zeke81

http://www.linkedin.com/in/juan-servera2

My name is Juan Servera Safon I am passionate about creating all kind of 3D art for video games, mobile, VR, architecture, films and commercials. I enjoy sharing my experience contributing to make a project succesful and outstanding. As a Lead Artist, I was organizing and coordinating the 3D teamwork, delivering high-quality products, meeting the deadlines with a problem-anticipative approach. As Senior Artist I was not only focusing on my daily tasks. I was also training and mentoring junior artists, sharing my knowledge, expertise, experience and contributing therefore as a valuable member to the greater team.

### COMPETENCES

|               |               |                   |                  |                     |
|---------------|---------------|-------------------|------------------|---------------------|
| 3D Studio Max | Maya          | Zbrush            | 3D Coat          | Photoshop           |
| Unity 3D      | Unreal engine | Substance Painter | Marmoset Toolbag | Vray and Mental Ray |
| After Effects |               |                   |                  |                     |

### WORK EXPERIENCE

UNREAL ARTIST | REMOTE, SPAIN

2023-PRESENT

AMAZING UP

- Building in VR realistic rooms of a historic mansion for a museum of the North of Spain.

SENIOR 3D ARTIST | REMOTE, SPAIN

2021-2022

SCOPELY

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

ACHIEVEMENTS

Adapting on the go with a lot of solvency to the art style in both projects, which were long-term projects with a totally different art direction.

LEAD 3D ARTIST | STUTT GART, GERMANY

2019-2021

PIXOMONDO

- Leading the 3D VR department in diverse projects:  
Several projects for Siemens, succesfully managing VR presentations of their new train fleet, showing them in realistic and believable environments, using devices like HP Reverb and Oculus Rift. Developing the visuals of "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".

ACHIEVEMENTS

Managing a team of people for first time in my career, with positive reviews from my team and my manager. Adapting positively to a sector in which I had not previously worked.

FREELANCE SENIOR 3D/VR ARTIST/ ILLUSTRATOR/ QA TESTER | MÜNCHEN, GERMANY

2017-2019

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

ACHIEVEMENTS

Managing to develop my own product, coordinating all the development areas as video edition, game design, team building, art guides, etc

SENIOR 3D/2D ARTIST | SEVILLA, SPAIN

2014-2017

GENJOY

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

ACHIEVEMENTS

Achieving great solvency in a new software (Unity 3D) and helping to make fluent the communication between art and programming departments.

|  |                                       |             |
|--|---------------------------------------|-------------|
| SENIOR 3D/2D ARTIST   VILA REAL, SPAIN   | 2011-2014                             |             |
| NINJA FEVER  |                                       |             |
| <ul style="list-style-type: none"> <li>Working on iOS games "Arson &amp; Plunder" and "Keedoz"</li> <li>Character and Environment design and creation for "It came from beta-minotauri" PSVita video game</li> </ul>                   |                                       |             |
| ACHIEVEMENTS   |                                       |             |
| Being a basic support for the programmers in order to develop artist-friendly tools, giving helpful feedback, testing and finding the weak points, the needs and the ways to reach their goals.  |                                       |             |
| ENVIRONMENT ARTIST/UI ARTIST   MONCOFAR, SPAIN   | 2009-2010                             |             |
| NERLASKA   |                                       |             |
| <ul style="list-style-type: none"> <li>Environment artist for MMORPG called "Captain of Sea War"</li> <li>UI Artist for "Captain of Sea War"</li> <li>UI Artist for several Facebook projects</li> </ul>                               |                                       |             |
| ACHIEVEMENTS   |                                       |             |
| Developing successfully a new role as UI artist, making the full pack, from icons to loading screens, logo, splash, inventory, etc   |                                       |             |
| ENVIRONMENT ARTIST   VALENCIA, SPAIN   | 2009                                  |             |
| KEYTOON  |                                       |             |
| <ul style="list-style-type: none"> <li>Making Environment Art for TV program "Babaclub", aired on canal 9 (Spain)</li> </ul>   |                                       |             |
| CHARACTER ARTIST & TECHNICAL ARTIST   VALENCIA, SPAIN  | 2007-2009                             |             |
| VIRTUAL TOYS   |                                       |             |
| <ul style="list-style-type: none"> <li>Modeling the characters of "Street Tennis" WiiWare video game</li> <li>Particle effects in "Street Tennis" Video game</li> <li>3D assistant on Wii video game "Imagine Fashion Idol"</li> </ul> |                                       |             |
| ACHIEVEMENTS   |                                       |             |
| Guiding the juniors in order to achieve the best result using the optimal time-consuming methodology.  |                                       |             |
| FREELANCE 3D ARTIST   VALENCIA, SPAIN  | 2007                                  |             |
| <ul style="list-style-type: none"> <li>Working as a 3D artist on several projects for Nerlaska company</li> </ul>  |                                       |             |
| ARCHITECTURAL MODELER   VALENCIA, SPAIN  | 2005-2006                             |             |
| ACERO STUDIO   |                                       |             |
| <ul style="list-style-type: none"> <li>Working on several architectural projects as e.g. Salones Roquenublo</li> </ul>   |                                       |             |
| ACHIEVEMENTS   |                                       |             |
| Taking the autocad plans of the architects to a very faithful 3d representation of what was later the built building.  |                                       |             |
| JUNIOR 3D ARTIST   MADRID, SPAIN   | 2004-2005                             |             |
| PYRO STUDIOS   |                                       |             |
| <ul style="list-style-type: none"> <li>Creating textures and 3D art for "Commandos Strike Force" for several platforms: PC, PlayStation 2 &amp; Xbox</li> <li>3D Artist in "Sports Manager" PC video game</li> </ul>                   |                                       |             |
| WEB DESIGNER   VALENCIA, SPAIN   | 2004                                  |             |
| CÚSPIDE INMOBILIARIA   |                                       |             |
| <ul style="list-style-type: none"> <li>Making the Web design of the company</li> </ul>   |                                       |             |
| EDUCATION  |                                       |             |
| Associate Degree in Arts   College of Art and Design, Valencia, Spain  | 2000-2002                             |             |
| GCE A-Level Degree   High School Luis Vives, Valencia Spain  | 1997-2000                             |             |
| ADDITIONAL SKILLS  |                                       |             |
| Classes in Anatomy and Program Lectures in Zbrush and Maya   Gnomon School of Arts, Los Angeles, USA   | 2009                                  |             |
| Professional course in Photoshop   Zima S.L., Valencia, Spain  | 2004                                  |             |
| Professional course in Webdesign   Idese Formación, Valencia, Spain  | 2004                                  |             |
| Graphic Design Master. 3D Studio Max, Photoshop, QuarkXpress   INTLA Formacion S.L., Xirivella, Spain  | 2003                                  |             |
| LANGUAGE SKILLS  |                                       |             |
| Spanish   Native language  | English   C2 Professional proficiency | German   B1 |