

Javi Garcia

GAME ARTIST

(Vancouver, B.C)

Call me! → 604-720-9396

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I am a passionate artist who has worked at Capcom, Next Level Games and Relic. Thanks to more than 10 years of experience in the arts industry, I've learned how to work quickly and efficiently with lots of different teammates, so I was able to develop different art styles. I also consider myself a quick learner and easygoing person.

Originally from Spain, but proudly owner of a **Canadian Permanent Residence Card. (PR)**

Experience

- **“Battlefield 2042”** (EA, 2021-2022) (Playstation 4, Playstation 5, Xbox/Series X, PC)
 - Environment/prop artist: 3D modeling, UV mapping and texturing props and environment assets.
- **“Company of Heroes 3”** (Relic, 2019-2021) (PC)
 - Environment/prop artist: 3D modeling, UV mapping and texturing props and environment assets.
- **“Luigi’s Mansion 3”** (Next Level Games, 2018-2019) (Nintendo Switch)
 - Environment/prop artist: 3D modeling, UV mapping and texturing props and environment assets. **(Due to confidentiality contract, I can only talk briefly about this project in a closed environment, contact me for more info)**
- **“Unannounced project”** (Capcom, 2017-2018)
 - Environment artist: 3D modeling, UV mapping and texturing props and environment assets. **(Due to confidentiality contract, I can only talk briefly about this project in a closed environment, contact me for more info)**
- **“Puzzle Fighter”** (Capcom, 2017) (Android, IOS)
 - Environment artist: 3D modeling, UV mapping and texturing props and environment assets.
 - Video Editor: Capturing and editing video for trailers and marketing
- **“Dead Rising 4”** (Capcom, 2016) XBOX One, PlayStation 4, PC)
 - Prop Artist: 3D modeling, UV mapping and texturing props
 - Video and assets Editor: Capturing and editing video and images for games conventions, marketing, and in-game content (tutorials, background videos)
 - Marketing assistant: Capturing and editing video, images and renders to support the game in social media, internet, and press kits
- **“Headventures in the Underworld”** (VFS Final Project, 2016) (Best Final Game Award)
 - 3D modeling, UV mapping and texturing characters, environment, and props
 - Design and concept art
 - Lighting
 - Animation
 - UI/UX art pass
 - Cinematics
 - Unity 5 implementation

- **“50 shades of Cool”** (VFS 2D Project, 2015) (Best 2D Game Award)
 - 2D Sprites drawing
 - Design and concept art
 - Creation of animation sprite sheets
 - UI/Frontend
 - Unity 5 implementation

Education

- Game Design Diploma, Graduated with honours and 6 awards, Vancouver Film School (2015-2016)
- Graphic Design grade at Escola d'art superior i Disseny, Valencia. Spain (2004-2007)
- Master of Multimedia edition and production at CEI, Valencia. Spain (2006 ~ 2007)
- Fine arts degree (2 years). Universidad Politécnica de Valencia. Spain (2002 ~ 2004)
- Comic course, Universidad Popular, Albacete. Spain (1997 ~ 2002)

Skills

- 3D modeling, UV mapping, texturing and animation for videogames
 - Autodesk Maya
 - ZBrush
 - Autodesk 3dsMax
 - Substance Painter
 - Substance Designer
 - Adobe Photoshop
 - xNormal
 - CrazyBump
- Drawing sprites, animation, making sprite sheets and tile sheets for 2D games
 - Adobe Illustrator
 - Adobe Photoshop
- Implementation of assets in videogame engines
 - Unity 5
 - Unreal 4

Other experience

Instructor

- 3d Modeling Instructor. Vancouver Film School (Vancouver, Canada (Aug 2018 ~ May 2019)
- GameSHOP, Albacete. Spain (Sep 2008 ~ Apr 2009)

Graphic Designer

- NATO Tactical Leadership Programme, Albacete. Spain (Oct 2009 ~ Apr 2015)
- GameSHOP, Albacete. Spain (Sep 2008 ~ Apr 2009)

Freelance work

- Website for Copriser S.L. company (2013)
- Design of “II Feria de la Tapa” corporate identity (2013)
- II Japanese Culture Season identity and promotional material (2013)
- Design of “I Feria de la Tapa” corporate identity (2012)
- I Japanese Culture Season identity and promotional material (2012)
- XI Neurospinal National Conference advertising campaign (2011)
- Full catalogue for DS veNur (2011)
- Autopolis flyer & billboard (2008)
- Neurosurgery branch logo for CHUA, Hospital of Albacete (2006)
- Website and corporate identity for “José Perpiñán Orchestra” (2006)
- Creation of media campaign for Catalana Occidente insurance Company (2002)
- Comic teacher for kids, Albacete (2001)

Language skills

- IELTS 7.5/9 Vancouver, Canada (2017)
- Cambridge’s First Certificate of English, Albacete. Spain (2001)
- ISI Language school, Japanese 2nd course certificate, Tokyo. Japan (2007 ~ 2008)
- Native language: Spanish

Awards

- Excellence in Art award, VFS, Vancouver (2016)
- Best Final Game, “Headventures in the Underworld”, VFS, Vancouver (2016)
 - 3D modeling, mapping, texturing, animation, lighting, UI/UX art
- Best 2D Game, “50 Shades of Cool”, VFS, Vancouver (2016)
 - 2d Sprites, backgrounds, animation, UI/UX
- Best Game Design Document, “Headventures in the Underworld”, VFS, Vancouver (2016)
 - 3D modeling, mapping, texturing, animation, lighting, UI/UX art
- Excellence in Story award, “Lone Wolf” VFS, Vancouver (2016)
 - Writer, scripter, dialogues.
- Best Board Game, “Animal Race”, VFS, Vancouver (2016)
 - Game concept, development, rules, cards, board, arts.
- Special selection, Small pictures contest, Elda. Spain (2014)
- 3rd classified, Illustration contest, Albacete. Spain (2014)
- Special selection, Manga Conference poster creation contest, Barcelona. Spain (2014)
- 1st prize, Comic contest, Albacete. Spain (2009)

Maybe you should know...

I grew up in Spain drawing, watching cartoons, and playing videogames. Now I enjoy gaming, building arcade cabinets, modeling, sketching and Teenage Mutant Ninja Turtles.
Cowabunga, dude!

Thanks for taking the time to read this, and I hope we can make great games together.