

# CARMEN ALVAREZ

TEXTURE ARTIST

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 carmenalvarezc.com

**IMDb**



**in**

## WORK EXPERIENCES

### **BOXEL STUDIO**

**Texture Artist**

December 2021 – February 2023  
Tijuana, B.C. México (remote)

#### **Responsibilities**

- Created high-quality digital textures for props, Digi doubles, environments, and characters.
- Used the appropriate methodology and technology to meet the needs of each project.
- Created photorealistic textures for assets using supplied photographic reference material and/or concept artwork.
- Able to work on multiple shows simultaneously.
- Developed appropriate textures and shaders.
- Solved UV problems on my assets to optimize the delivery process.
- All my textures were delivered within the set deadline.

#### **Projects**

- **SUPERMAN & LOIS (TV SERIES SEASON 1 & 2)**
- **ME & MICKEY (TV SHOW)**
- **BLUE'S BIG CITY ADVENTURE (FILM 2022)**
- **NDA FILM**

### **CGBOT**

**Generalist Artist**

September 2020 – January 2023  
Monterrey, México (remote)

#### **Responsibilities**

- Designed high quality textures for props and characters.
- Always created textures using the supplied photographic reference material and/or concept artwork.
- Made sure that each aspect of the asset was perfectly done; low poly model, uv unwrapping, skinning & handpainted textures.
- Worked with a team of artists in a hands-on capacity to ensure technically and artistically proper implementation of textured assets
- Master 2D tools and understood 3D tools to create textures.
- Used the appropriate methodology and technology for the needs of each project.
- Provided appropriate feedback to my teammates.
- Provided dailies of assigned tasks.

#### **Projects**

- **RESIDENT EVIL 4 REMASTERED (AAA VIDEOGAME)**
- **NDA MOBILE GAME**

### **FREELANCE REMOTE WORK**

**Texture Artist**

June 2018 – September 2018  
Tijuana, B.C. México

#### **Responsibilities**

- Designed high quality digital textures for props and environments.
- Developed appropriate textures and shaders.
- All my textures were delivered within the set deadline.

#### **Project**

- **HANNI AND THE WILD WOODS (3D ANIMATION)**

## IXAYA VISUAL

### Generalist Artist

July 2006 – Present  
Tijuana, B.C. México

#### Responsibilities

- Designed high quality digital textures for props, environments, and characters.
- I used the appropriate methodology and technology for the needs of each project.
- Coordinated with artists, lighters/production and ensured optimal quality of work.

#### Projects

- **DEVSATACIÓN (SHORTFILM 2015)**
- **8 ARAÑAS (SHORTFILM 2014)**
- **AHÍ VA EL DIABLO (FILM 2013)**
- **SANGUIJUELAS (SHORTFILM 2012)**
- **SIN PECADO (FILM 2006)**

## BOXEL STUDIO

### Generalist Artist

January 2013 – April 2015  
Tijuana, B.C. México

#### Responsibilities

- Designed high-quality digital textures for props, environments, and characters.
- I used the appropriate methodology and technology for the needs of each project.
- All my textures were delivered within the set deadline.
- In some projects, I worked on lighting and final compositing.

#### Projects

- **JE JE KIDS (3D ANIMATION VIDEOS 2015)**
- **EXTRAORDINARY TALES, THE PIT AND THE PENDULUM (SHORTFILM 2014)**
- **EL AMERICANO ( 3D ANIMATION FILM 2013)**

## EDUCATION

**WIA  
Mentorship Program**  
2020

**"A foot in the door: Navigating the vfx industry"**  
I was a mentee, my mentor was Kelly Christophers.

**CG Society Workshops**  
2014

**Diploma in Texture Painting in Mari**  
Instructor: Justin Holt

**Gnomon School of VFX**  
2013

**Art of compositing**  
Instructor: Martin Hall

**Cetys University**  
2001 - 2005

**Digital Graphic Design Engineering**  
Bachelor's Degree

## SKILLS

- Experience in providing 3D textures for 3D animation, films, and video games (AAA & mobile).
- Ability to adapt quickly to new technologies and applications of each project.
- Able to learn quickly and assimilate new information.
- Excellent time management and communication skills.
- Knowledge in low poly modeling.
- Ability to create photorealistic, handpainted & stylized textures.
- Familiarity with digital painting, color theory, lighting, and surface qualities.
- Proficient with Substance Painter, Mari, Photoshop, Redshift, Arnold, Unfold3D, RizomUV, and Maya.
- I have the best disposition and attitude to work in a team and help others.
- Attention to detail.
- Good interpersonal skills.

