

CARMEN ALVAREZ

TEXTURE ARTIST

CONTACT

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🌐 carmenalvarezc.com

IMDb  in

SOFTWARE



EDUCATION

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 and shading for 3D animation, films and video games (AAA & mobile).
- Ability to adapt quickly to new technologies and applications of each project.
- Attention to detail.
- Ability to create photorealistic, handpainted & stylized textures.
- Familiarity with digital painting, color theory, lighting, and surface qualities.
- Proactive, collaborative team player.
- Proficient with Substance Painter, Mari, Photoshop, Katana, Redshift, Arnold, UVLayout, Unfold3D, RizomUV and Maya.

PROFESSIONAL EXPERIENCE

Present

ATOMIC CARTOONS

Texture & LookDev Artist

2024
Create textures and lookdev for props, buildings, and characters, ensuring visual quality and consistency with the project's artistic direction. Focused on creative, efficient solutions to meet deadlines without compromising quality.

- *MARVEL'S IRON MAN AND HIS AWESOME FRIENDS*

2023

BOXEL STUDIO

Texture Artist

2021
Created high quality digital textures for props, digi doubles, environments, and characters. Solved UV problems on my assets to optimize the delivery process. All my textures were delivered within the set deadline.

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

2023

CGBOT

Generalist Artist

2020
Designed high quality textures for props and characters. Made sure that each aspect of the asset was perfectly done; low poly model, uv unwrapping, skinning & hand-painted textures. Worked with a team of artists in a hands-on capacity to ensure technically and artistically proper implementation of textured assets.

- *RESIDENT EVIL 4 REMASTERED (AAA VIDEOGAME)*
- *SIMS 4 FREEPLAY*

2018

HANNI AND THE WILD WOODS (3DANIMATION)

Texture Artist

Designed high quality digital textures for props and environments. Developed appropriate textures and shaders.

2015

BOXEL STUDIO

Texture Artist

2013
Designed high quality digital textures for props, environments, and characters. In some projects I worked on lighting and final compositing.

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

Present

IXAYA VISUAL

Texture Artist

2006
Designed high quality digital textures for props, environments, and characters. Coordinated with artists and production to ensure optimal quality of work.

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