PAU RAURELL GOMIS

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SUMMARY

I've worked as 3D/Technical Artist in Virtual Reality immersive experiences for high traffic venues around the world. I've started my professional career at Univrse, a VR immersive experiences company based in Barcelona. I've created scenes in Unity, optimized for VR and brought to life many worlds in big and exciting projects such as immersive experiences for FC Barcelona, FC Sevilla, Athletic Club, Tomorrowland, Cupra and many more.

EDUCATION

2018 - 2022 Bachelor's Degree in Video Game Design And Development CITM, Universitat Politècnica De Catalunya - Terrassa, Catalunya, Spain

SKILLS

- High and Low Poly Modeling both hard surface and organic
- VFX creation
- Optimization of assets and scenes
- 3D animation
- Preparation of assets for the game engine (Retopology, UVW unwrapping, map baking...)

- Integration of assets into the game engine
- Knowledge of 3D softwares such as Maya, 3ds Max, Blender and Zbrush
- Knowledge of 2D and texturing software such Photoshop and Substance Painter
- Knowledge of game engines such as Unity and Unreal Engine
- Experience working with version control systems such as Github and Sourcetree

EXPERIENCE

11/2022 - Current Technical Artist

Univrse - Barcelona, Catalunya, Spain

- Made game-ready 3D Assets for Virtual Reality experiences.
- Prepared assets such as models, textures, materials and animations for import into Unity.
- Optimized 3D assets and Unity scenes using many optimization techniques to meet performance goals.
- Set up scenes and lightning in a iterative process in direct contact with clients and art
- Made particle systems, animations and interactions for VR experiences.
- Created 360 videos from Unity scenes for VR devices.

LANGUAGES

Catalan: First Language Spanish: First Language

English: Upper Intermediate (B2)

WEBSITES, PORTFOLIOS, PROFILES

https://www.artstation.com/paurg21 https://www.linkedin.com/in/pauraurell https://pauraurell.github.io/Portfolio/ https://sketchfab.com/pau.raurellgomis