

# ÁLVARO TORREBLANCA

Video Game, AR/VR Developer

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## ABOUT ME

I'm an enterprising person who always get ahead with their projects. Passionate about video games development, Virtual Reality and Augmented Reality. I started as 3D Generalist and, since then, I've learned modeling, rigging, programming and different digital arts.

## EXPERIENCE

### Teacher- Implika Formación 2019 - Today

3D modeling (lowpoly), texturizing, programming in Unity. Morion Graphics.

### Android programmer - Limon Park 2019 - Today

Programming in Android Studio. JS

### Programmer / 3D modeler- Freelance 2018 -Today

3D Desing (lowpoly and highpoly.) AR/VR developer for architecture, heritage and museums. Working with public entities under the name of Dom3D. 3d Print

### Unity developer - Perita Studio 2017 -2018

C# programming and 3D lowpoly design

### Online Teacher- Data Control 2016

Docente para cursos de verano en rigging y texturizado

### 3D modeler - Bambosoft 2016

Prop designer for scenes in video games..

### 3D modeler - Yellow Bricks (student) 2013

Low and high poly modeler for sport events.

### Cameraman- Alcazaba TV (student) 2013

Cameraman in local news.

## OTHERS

- Journalist (collaboration) [www.elbotonselect.es](http://www.elbotonselect.es).
- Radio announcer helper - in Radio Biznaga (Málaga)
- Total availability to move
- Driving licence B1.
- English B2.
- Video game tester certified in Evolis.

## EDUCATION

### Virtual Reality technician Android- IOs.

- EOI (490 h.)- 2018.

### Angular JS Scholarship

- CMV Consultores Madrid (175h) 2018

### Master C# video games designer and programmer.

- Data Control 2014 - 2015

**LT Master 3D Generalist-** Animum 3D School 2013 -2014

### Graduate in Audiovisual communication-

Universidad de Málaga 2009 - 2013

### Direction and postproduction (online)

- Universidad de San Valero 2011 -2012

## SKILLS

C#  
Unity  
3Ds Max  
MudBox  
Z-Brush  
Illustrator  
Premiere  
Photoshop  
Angular JS  
Substance Painter

