



## JAVIER CADENAS

**Prop Modeller and Environment Artist**

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## EMPLOYMENT HISTORY

**Prop Modeller and Environment Artist (Mar 2017)**  
Trick 3D

**Unreal 4. Generalist Artist (Jan 2017 - Mar 2017)**  
George P. Johnson/ Cisco

**Prop Modeller and Environment Artist (Apr 2016 - Oct 2016)**  
Framestore

**Real Time Artist (Oct 2015 - Mar 2016)**  
Model Works Media

**Prop Modeller and Environment Artist (Jan 2013 - Jul 2015)**  
Skara The Blade Remains

**3D Generalist Artist and GUI Designer (Jan 2012 - Dec 2012)**  
MVC Studios.

**Freelance Graphic Designer (Jul 2009 - Jan 2011)**

**Photographer and Graphic Designer (May 2009 - Jun 2009)**  
Great Theater of Córdoba

**Co-founder and Creative Director (Sept 2006 - Apr 2009)**  
Pixel Creativos Asociados

## SOFTWARES AND ENGINES



## SKILLS

**Asset development**  
**Low-poly model**  
**High-poly model**  
**Mapping**  
**Asset population**  
**Material shading**  
**Props optimization**  
**LOD config**  
**Texturing**  
**Import/export to engine**  
**Model bake**  
**Animation**  
**Lightning**  
**GUI (hud)**  
**Rigging**  
**Landscape tool**  
**Foliage tool**

## QUALITIES

**Sociable personality**  
**Responsible and dedicated**  
**Sense of humour**  
**Team player**  
**Creative**  
**Self-motivated**  
**Attention to detail**  
**Multi-task**  
**Punctual**

## EDUCATION

**MA Videgame Development (Oct 2010 - Nov 2011)**  
Autonomous University of Barcelona

**Art Photography Diploma (Oct 2007 - Jul 2009)**  
School of Art Mateo Inurria

**BA (Hons) Fine Arts (Oct 2001 - Jul 2006)**  
University of Sevilla

## LANGUAGES

**SPANISH: mother tongue**  
**ENGLISH: intermediate + full professional proficiency.**