

ALBA CARRILLO GUTIÉRREZ

CHARACTER/CONCEPT ARTIST



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<https://www.artstation.com/albaxis3d>

Creative artist specialized in character design, visual development, and 3D character creation. Passionate about transforming ideas into memorable characters through strong silhouettes, appealing designs, and production-ready workflows. Experienced in concept art, character modeling, and bringing original worlds and stories to life.

EDUCATION

2025 - 2026

Concept Artist

Lightbox Academy

2024 - 2025

Organic sculpt

Lightbox Academy

2021-2023

Animation 3D, games and interactive environments

Aula Campus

SKILLS

- Blender, Zbrush, Substance Painter, Marmoset, Marvelous Designer, 3DS Max, Maya, Unreal, Unity, Photoshop, Clip studio
- Topology optimization, retopology, UV mapping, texture baking, character art, prop creation, and environment development
- English – Intermediate (B1 Trinity College London)
Spanish – Native

WORK EXPERIENCE

FREELANCE CHARACTER & CONCEPT ARTIST

Present

- Character and prop creation for personal and collaborative projects.
- Character concept design, including silhouettes and visual exploration.
- 3D character modeling, retopology, UVs, baking, and texturing.
- Game-ready asset optimization for real-time engines.
- Basic use of Unreal Engine for presentation and rendering.

3D Modeler

Alarife Studios, Jan 2023 - Mar 2023

- 3D modeling of houses and architectural environments from CAD plans
- Scene setup including lighting, materials, and basic rendering
- Optimization and organization of 3D assets and scenes
- Collaboration with designers to prepare presentation-ready visuals