



Juan García Serrano

GAME DESIGNER/3D ARTIST

Unity Developer specialized in gameplay programming and game systems using C#. Experience developing indie projects and collaborating with studios, combining technical implementation with game design and 3D asset integration.

CONTACT

 (34) 613 01 39 40

 velardgames@gmail.com

 <https://velard.artstation.com>

 <https://velard.itch.io/>

CORE SKILLS

 Unity, Unreal Engine

 Zbrush, 3DMax, Blender

 C#, C++

 Graphic Design, Concept Art
(Photoshop, Illustrator, Procreate)

 Narrative Development and
Writing Skills

ACADEMIC BACKGROUND

Game Design and Development

2023-2025
MasterD- Rendr

Graphic Design – Final Art Production

2005-2006
Gaspar Camps School of Arts

AREAS OF EXPERTISE

Graduated as a Game Designer and Video Game Programmer.

MasterD- Rendr (2023-2025)

- Game design, narrative, level design, character and environment design, iterative script development.
- Object-based programming (Unity)
- 3D modeling (Blender, Maya)

3D Character Artist

Virtual Architects (2025-2026)

- Prototyping and Blockouts.
- Experience with realistic anatomy and landmarks.
- Hairs, clothes and other textures.

Developed through independent learning.

(including online and in-person courses, as well as self-directed learning)

Object-oriented programming (Unreal Engine), Character Design and concept art with Procreate, action RPG bootcamp with Unity in 3D.

INDUSTRY EXPERIENCE

- Worked as a game designer in the development for Realms of Wilorth (Reckless Monster Studios).
- Lead programmer and lead 3D artist for Dungeons of Mytheras (Velard Games).

Additional Information

- driver's license, own vehicle
- Extensive English skills (written and spoken)
- Immediate availability