

Jose Alabau Casaña

architecture + 3D art + graphic design

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// STUDIES

Architect

Licensed Architect (UCH-CEU, 2004-10)

>work experience: *Escala Arquitectos (2007)*, *Editorial Pencil (2008)* and *Ayuntamiento de Moncada (2009)*

>OCASO award for best academic record of Architecture (2010)

3D Artist

Master in Architecture 3D (Aula Temática, 2010)

Specialist in Cultural Heritage Virtualization (Universidad de Alicante, 2012)

Multiplatform 3D game developer with Unity 3D (6 Cocos, 2015)

// PROFESSIONAL EXPERIENCE

Architect

Licenses, energetic certificates, drafting of plans (since 2010)

Collaborator with **Gallardo Llopis Arquitectos** (since 2010)

Collaborator with **Tintorera Estudio de Interiorismo** (since 2015)

3D Artist

Professional 3D modeler and artist (since 2010)

Senior 3D Modeler with Maya in **3D Visual Effects** (since 2010)

3D games and architectural walkthrough developer (since 2015)

Graphic Design

Images, videos, text and websites editing (since 2010)

Logos, corporate image, book covers and posters design (since 2010)

Magazine layout and design (since 2019)

Teaching

Professor in Cultural Heritage Virtualization Master (Universidad de Alicante) (since 2016)

// PORTFOLIO



// PROGRAMS

Drawing: AutoCAD

3d Modeling: Maya, 3ds Max and SketchUp

Rendering: Vray

Game development: Unity and Unreal Engine

Design and editing: Photoshop, Indesign and After Effects



// LANGUAGES

English (Intermediate, EOI)

Valencian (Superior, Junta Qualificadora)

French (basic)