



# ALVARO CLAVER

TEXTURE PAINTER & LOOK DEV ARTIST

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[www.alvaroclaver.com](http://www.alvaroclaver.com)

412 3rd Street East  
North Vancouver, BC V7L 1G2

## SKILLS

Developing photo realistic textures. Poly modeling from photo reference. UV creation and optimization. Look Development. Understanding of pipeline based productions. Strong classical art foundation. Team player mentality. Creative problem solving.

## SOFTWARE KNOWLEDGE

Mari	V-ray	Nuke
Photoshop	Zbrush	UVLayout
Maya	Mudbox	Substance Painter

## RELATED WORK EXPERIENCE

### Freelance Photographer

Madrid, Spain & Hannover, Germany — 2009-2015  
Editorial photographer. Live concerts. Press events. Making of. Product.

### Director of Photography, Kines Productions

Madrid, Spain — 2009-2012  
Recorded several feature and short films..

### Layout Designer & Art Director, Copernal Publishing

Madrid, Spain — 2008-2009  
Designed and directed GAMERS KLAN Magazine and Club Joven Team.

### Cameraman, Kines Productions

Various Locations — 2007  
Documentary filming in Peru, Central America, Dominican Republic and Morocco.

### International Photographer's Assistant, PhotoSpain Festival

Aranjuez, Spain — Summers 2004-2005-2006  
Assisted Duane Michals, Christopher Makos, Leonard Freed and other photographers..

## EDUCATION

### Think Tank Training Centre

Computer Animation, VFX and Game Design Program  
Vancouver, BC, Canada — 2016-2017  
Specialized in Texturing and Modeling for Film.

### Complutense University of Madrid

Bachelor in Fine Arts. Madrid, Spain — 2000-2006  
Specialization in Photography and Video Production.

## LANGUAGES

English (Fluent)  
Spanish (Mother Tongue)  
German (Working Proficiency)

## PUBLICATIONS AND AWARDS

### 2017

**Artstation Magazine** - Tutorial - [link](#)  
**3D Artist magazine #106** - Article  
**The Rookies 2017** - 3D Texturing guide tutorial - [link](#)  
**Winner of 3DTotal Gallery Award February 2017** - [link](#)  
**3DTotal** - Tutorial - [link](#)  
**3DTotal Excellence Award** - [link](#)  
**3DTotal** - Featured - [link](#)  
**Artstation** - Pick - [artwork](#)  
**CG Villa** - Interview - [link](#)  
**Zbrush Tuts** - Interview - [link](#)  
**Zbrush Tuts** - Featured - [link](#)

### 2016

**Winner of The Foundry Student Championship** - [link](#)

## REFERENCES

**Justin Holt** - Texture Supervisor, Sony Imageworks - [justinmholt@gmail.com](mailto:justinmholt@gmail.com)  
**Chris Nichols** - Texture Lead at Digital Domain - [porkpiesamurai@gmail.com](mailto:porkpiesamurai@gmail.com)  
**Paul H. Paulino** - Texture Painter at ScanlineVFX - [paulhpaulino@gmail.com](mailto:paulhpaulino@gmail.com)  
**Tristan Rettich** - 3d artist, Method Studios - [rettich55@gmail.com](mailto:rettich55@gmail.com)  
**Scott Thompson** - Owner, Think Tank Training Centre - [scott@tttc.ca](mailto:scott@tttc.ca)