

# IKER GARCIA

Senior Visual Artist, Art Director, 3D and Motion Specialist

MADRID, SPAIN

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## PROFESSIONAL SUMMARY

Highly versatile **Senior Visual Artist with over 10 years of experience** in 3D Modeling, Art Direction, Motion Graphics, and VR/XR development. Proven track record delivering high-end visual assets for global brands **including Cirque du Soleil, Amazon, and Meta**. Skilled at bridging creative concepts with technical execution, from initial concept art to real-time engine integration and advanced post-production workflows.

**Core Skills:** Art Direction, 3D Modeling, Motion Graphics, Environment Design, Concept Art

**Technical Skills:** VR/XR Optimization, Lighting and Rendering, Texturing, VFX, Storyboarding, Generative AI Workflows, Scenography, Digital Matte Painting

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## PROFESSIONAL EXPERIENCE

### Cirque du Soleil Entertainment Group | Senior Concept and 3D Environment Artist

Montreal, Canada (Remote) | 11/2023 – 11/2025

- Developed visual concepts and 3D environment models for international theater and Big-Top productions.
- Created technical visualizations and spatial layouts to optimize stage planning and scenic design.
- Integrated Generative AI workflows to accelerate prototyping and visual exploration.
- Collaborated with Scenography Department to translate creative direction into production-ready assets.

### OddersLab | Senior VR 3D Artist and Lead Artist

Seville, Spain (Remote) | 05/2021 – 09/2023

- Led the art pipeline for 4 VR titles, including environment art, character design, and texturing.
- Optimized high-fidelity assets for standalone VR hardware to ensure peak performance in Unity.
- Developed internal graphics systems to push visual complexity within mobile VR constraints.
- Served as Lead Artist for Les Mills XR Bodycombat, winner of Meta Quest App of the Year award.

### Non-Fungible Labs | Senior 3D Artist

Auckland, New Zealand (Remote) | 06/2021 – 04/2023

- Created high-quality 3D characters and environments for FlufWorld and Futureverse ecosystems.
- Executed high-fidelity rendering and look development using Blender Cycles.
- Optimized assets for real-time Unreal Engine integration for social VR experiences.

**El Ruso de Rocky | VFX Artist and Post-Production**

Madrid, Spain (Remote) | 11/2020 – 02/2021

- Executed digital compositing and VFX for PEPSI's International Christmas Campaign.
- Managed color correction, camera tracking, and advanced compositing for broadcast-quality output.

**Amazon | 3D Product Visualization Artist**

Madrid, Spain (Remote) | 04/2020 – 09/2020

- Produced photorealistic 3D models and commercial renders for international product lines.
- Handled lighting, image composition, and post-production for digital retail platforms.

**Dlux | 3D Artist**

Madrid, Spain (Hybrid) | 10/2019 – 04/2020

- Designed 3D environments and motion graphics for large-scale live performances and musicals.
- Managed projection design for LED screens at major events, including Mercedes-Benz Fashion Week.

**FiveXGames | Art Director**

Madrid, Spain (Hybrid) | 08/2018 – 10/2019

- Led art department for 3 game development projects, managing visual style and production.
- Supervised a multidisciplinary team of artists, overseeing recruitment, onboarding, and workflow optimization.
- Integrated 3D assets and animations into Unity Engine.

**Open Box Channel | Art Director**

Madrid, Spain | 06/2017 – 01/2018

- Directed visual content and branding for corporate clients including Deloitte and BMW.
- Coordinated cross-functional teams to deliver design, illustration, and motion graphics projects.

**CPWORKS / Artea / Bq / Tapsa | VFX and Motion Graphics Artist**

Madrid, Spain | 2017 – 2017

- Delivered 2D/3D animation, video production, and digital compositing for advertising agencies.
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## EDUCATION

- **Technical Certificate in VFX and Motion Graphics** | Escuela TAI | 2015 – 2016
  - **Directing and Stage Design Studies** | RESAD (Real Escuela Superior de Arte Dramático) | 2014 – 2015
  - **High School Diploma in Fine Arts** | Escuela de Artes y Oficios La Palma | 2012 – 2014
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## LANGUAGES

**English:** Full Professional Proficiency

**Spanish:** Native