

# Gaston Clark

 clarkgastongcr@gmail.com |  [portfolio.com](https://portfolio.com) |  [linkedin.com](https://linkedin.com)

## 3D Generalist / Stylized Asset Artist

3D Generalist specializing in stylized and toon-style asset production for games. Strong focus on props and environment modeling, with a foundation in digital illustration that supports cohesive visual development. Experienced across the full asset pipeline—from concept to Unity-ready implementation—bringing both artistic judgment and technical efficiency to production workflows.

## Professional Experience

### *Ravegan – Game Development & Outsourcing Studio*

Jul 2022 – Feb 2026

- Created optimized 3D assets for PC and mobile games, covering full pipeline or specific stages depending on project needs
- Produced stylized props and environments aligned with art direction and performance constraints
- Developed 2.5D animations and VFX for isometric games, delivering Unity-ready assets
- Collaborated closely with 2D artists to maintain visual consistency and meet quality standards
- Supported multiple stages of production (concept → final asset) to reduce bottlenecks and meet tight deadlines in agile environment.

## Skills

### 3D Modeling

- Blender, 3D-Coat
- Low-poly, Hard Surface
- Retopology, UV Unwrapping, Baking

### Texturing

- Substance Painter, 3D-Coat
- Stylized / Hand-painted / Toon
- PBR workflows, UV optimization

### 2D & Visual Development

- Photoshop, Procreate
- Concept Art, Sketching
- Frame-by-frame VFX

### Game Production

- Unity-ready assets
- Real-time optimization
- Basic engine integration

## Languages

- Spanish: Native
- English: Intermediate (B1) – strong reading/writing, basic professional communication

## Education

### Technical Degree in Virtual Simulations & Video Games

IES 21 Colegio Universitario

### High School Diploma – Humanities & Visual Arts

Spinetta School (2017)