

# Adrián Weber

CREATIVE DIRECTOR · GAME ART · REAL-TIME 3D

Currently in Leipzig, Germany · born 3 November 1999

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Portfolio: webergarcia.com · Artstation · Instagram



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## PROFILE

Creative director and game developer. I shape a game's visual look and build it into the engine myself: art direction, 3D and environment art on one side, Unity, Unreal and C# on the other. Ten years of art, five years of game development — the same work, two sides.

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## EXPERIENCE

### VR & 3D Visualisation Intern — BMW Group, Munich

SEPTEMBER 2025 - MARCH 2026 · REAL-TIME 3D

- Interactive VR experiences and photorealistic real-time visualisations for vehicle design reviews.
- Look development, lighting and scene optimisation for stable VR performance.

### Freelance 3D Artist

2020 - PRESENT · REMOTE · XADES, SOCA AND OTHERS

- 3D models, texturing and rendering for brands — from briefing to delivery.
- Commercial animation including lighting, animation and compositing.

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## PROJECTS

### Farmlanders — 3D game (indie)

JANUARY 2025 - PRESENT · UNITY · ART DIRECTION · C#

- Art direction and production: created the look of the game and produced it — environment art, props, characters, one consistent visual language.
- Game design and gameplay programming in C# — building, resource and progression systems.

### Drillo — visual workspace (released)

MAY 2026 - PRESENT · SOLO · DESIGN & DEVELOPMENT

- Complete UI/UX including the design system, from first wireframe to release.
- Built alone: frontend, database architecture in Supabase, AI features.

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## EDUCATION

### B.A. Digital Art, specialisation in game development

TECNOLÓGICO DE MONTERREY, GUADALAJARA CAMPUS · 2022 - JUNE 2026

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## SKILLS

**Art:** Art direction, 3D modeling, environment art, voxel art, texturing, lighting, animation, rendering.

**Game development:** Game design, level design, Unity, Unreal Engine, C#, prototyping.

**Technical art:** VR, real-time scenes, shader and material setup, performance optimisation.

**Software:** Blender, Maya, Unity, Unreal Engine, Photoshop, Aseprite, Supabase.

LANGUAGES

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Spanish — native · German — C1/C2 · English — C1

ABOUT ME

I started out ten years ago as an artist. At some point the image alone wasn't enough — I wanted it to react. That is how I ended up in game development: art and technology together are, to me, the perfect mix for making something alive. I am always looking for the next challenge and rarely stay still for long.