

Laura Blázquez

3D Character & Prop artist | Modeling & Texturing

I'm a 3D Artist specialized in character modeling and texturing/surfacing, with professional experience across animation, videogames and VFX.

My work has included stylized and realistic characters, props, environments and other 3D assets, adapting to different visual styles, technical requirements and production pipelines. This broad background has given me a strong understanding of the full 3D workflow while allowing me to progressively focus more deeply on character creation.



Contact



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laupoly3d@gmail.com



Barcelona, Spain | Remote



[LinkedIn](#)

More info

[Website - Portfolio](#)

[Showreel](#)

Awards

Best 3D character

La Salle, Barcelona | 2022

Best Academic Performance

La Salle, Barcelona | 2025

Languages

Spanish:
Native

Catalan:
Conversational

English:
Advanced - C1 certificate



Professional Experience

Character & Prop Modeling Artist - DIGIC

Remote | April 2026 - October 2026

- Stylized character and prop modeling for the upcoming Netflix series "Magic: The Gathering".

3D Environment Artist - Minimo VFX

Barcelona | October 2025 - December 2025

- Creation of realistic environments for a film with a virtual production pipeline.

Character & Prop Modeling/Surfacing Artist - FrameOver

Remote | June 2024 - October 2024

- Stylized character and vehicle modeling & surfacing for real-time videogames.

Freelance 3D Artist — Characters & Assets

Barcelona | October 2023 - Actual

- Characters and assets for videogames and movies. Clients include: Costa, FrameOver, Artyvisuals.

3D Modeling Intern & Teacher's Assistant - La Salle

Barcelona | September 2023 - June 2024

- Character and asset creation for external clients. Support to students in modeling, topology, UVs and texturing workflows.

Education

Animation & VFX Degree

La Salle, Barcelona | 2021 - 2025

Master's degree in Character Modeling

Animum, Málaga | 2025 - Actual

Skills

Modeling: Maya, Zbrush

Texturing: Substance Painter, Mari

Lookdev: Maya, UE

Lighting & Compositing:

Maya, UE, Nuke

CFX/VFX: Maya, Marvelous Designer, Houdini