
JC
PORTFOLIO
2018/2023

TRANSFORMERS REACTIVATE

Release date: TBA
Platform:
Trailer: https://youtu.be/xfGve3_bVJc

As the lead environment artist in function, my primary responsibilities revolve around driving the quality of the team consisting of 10 artists. I strive to find the most optimal strategies to develop an exceptional environment that meets the highest standards. Additionally, I collaborate closely with the art direction team to ensure that the game's pillars and essence are maintained, aligning with the expected quality.


ARE
ALL
DEAD?

MANEATER

Release date: 05/11/2020
Platform: PS5, XBOX SERIES
Trailer: https://youtu.be/kUMgsUmtqnc

My main role in this project was to upgrade the game to current-gen standards. This involved revamping textures, upgrading geometry, introducing new foliage with distance shadow occlusion, and creating new assets. I developed an audit and roadmap to prioritize and evaluate the impact of these improvements on the player experience.

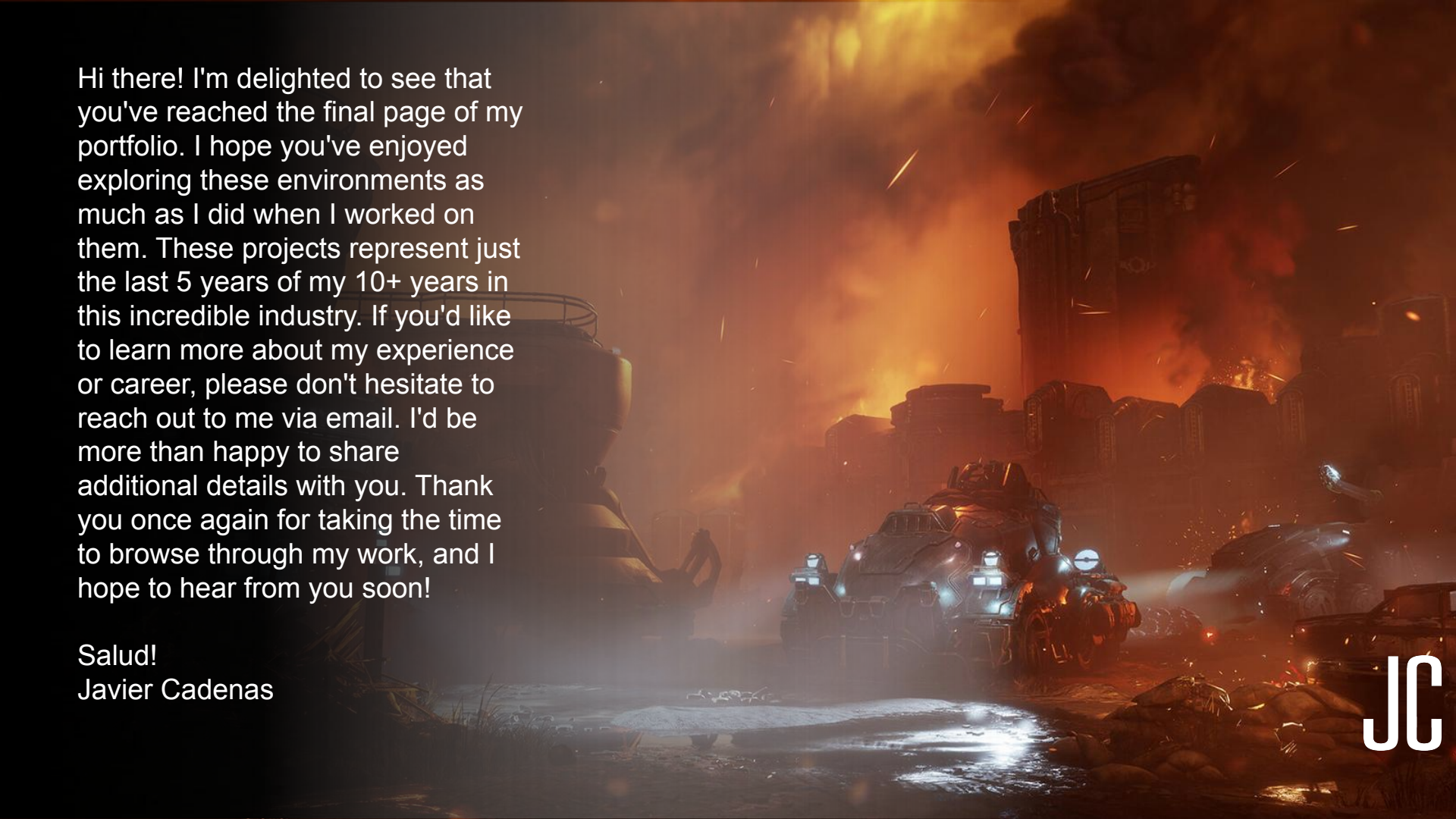
GEARS TACTICS

Release date: 28/03/2020
Platform: XBOX ONE,PC, XBOX SERIES
Trailer: https://youtu.be/s225ZVmUdGo

I have been the principal responsible for designing menu environments, collaborating closely with Art Direction. As 2IC, I have worked on bespoke missions and tutorials, striving to create a believable and consistent world with a strong focus on storytelling.”

Release date: 30/08/2018
Platform: PC
Trailer: https://youtu.be/A4ZP_gylqRg

Performance is crucial! As Dirty Bomb is a competitive hero FPS developed in UDK, my primary goal was to create an exceptional arena-based environment that met demanding technical specifications. Throughout the project, I had the opportunity to work on various aspects, including the new tutorial, castle, terminal redux, and heist maps. Additionally, I provided assistance to the weapon artist in developing items such as drones and Javelin's bazooka.



Hi there! I'm delighted to see that you've reached the final page of my portfolio. I hope you've enjoyed exploring these environments as much as I did when I worked on them. These projects represent just the last 5 years of my 10+ years in this incredible industry. If you'd like to learn more about my experience or career, please don't hesitate to reach out to me via email. I'd be more than happy to share additional details with you. Thank you once again for taking the time to browse through my work, and I hope to hear from you soon!

Salud!
Javier Cadenas

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