Mike Galland.

3D ARTIST AND CREATIVE DIRECTOR · HARD SURFACE, ENVIRONMENTS, FX

Madrid, Spain · remote
create@mikegalland.es · mikegalland.es
linkedin.com/in/mikegallandvfx ·
artstation.com/mikegallandcgi

3D artist and creative director. I build hard surface props, vehicles and modular environment kits with production-ready topology, UVs and texture atlases; dress and light sets; simulate FX; work with motion capture and MetaHuman-based characters; and direct my own short films. Co-founder and creative director of a CGI studio in Madrid.

EXPERIENCE

Co-founder and CGI Creative Director · CGI studio, Madrid (remote) — May 2024 · present
Creative and technical direction of CGI campaigns, FOOH, product visualization, cinematic environments and VFX for brands, agencies and technology companies; structured 3D asset libraries and large-scale datasets. Blender, Maya, Houdini, Unreal Engine, procedural workflows.

3D Artist and AI Asset Production Specialist · Wirestock (freelance, remote) — Oct 2024 · present
3D content and structured assets for AI training pipelines: scenes, environments, props and variations under defined production criteria; quality control and scalability in high-volume workflows.

3D Generalist and CGI Artist · self-employed — Jan 2023 · Dec 2024
Modeling, shading, lighting, rendering and scene optimization for CGI advertising, product visualization and cinematic environments. Blender, Unreal Engine, DaVinci Resolve.

Management · SEM — Feb 2020 · Feb 2022
Team and operations management.

SELECTED WORK

- **Seeker drone BS-21**: hero hard surface prop, 56 meshes, 8K textures, six finishes, FX attack effect (Houdini and Blender).
- **Logistics warehouse**: full environment, interior and exterior, 14 HD props with A/B/C finishes (Maya, Blender, Cycles).
- **Orbital station**: modular kit of 177 pieces in 16 sets, six finishes, master material for Unreal.
- **ARRIVAL**: vertical sci-fi short film, full CGI, volumetric FX; its origin still "The Future of Art" won Best Render at Blendiberia 2025; the vertical version was nominated for Best Animated Short at the 16/9 Festival.
- **Studio work**: product films and FOOH for adidas, LEGO, Pepsi, Red Bull x Orenes, Humans Group (as director).

EDUCATION

Master in VFX (Master UCM en VFX) · Voxel School, Madrid — Oct 2026 · Jul 2027
In progress. Four modules: 3D fundamentals, advanced 3D techniques, VFX fundamentals and project workshop; final master project July 2027. Houdini, Nuke, Maya, Maxon One.

Fundamental Training + Houdini: 3D animation and VFX (150 h, 6 ECTS) · ECAM, Escuela de Cinematografia y del Audiovisual de la Comunidad de Madrid — 2026

Procedural thinking, node-based workflows, simulation principles and VFX-oriented digital production. Certified.

Digital Imaging · ECAM, Madrid Mar 2026
Digital image principles, workflows and technical-creative tools for audiovisual production. Certificate.

Professional Master in Technical Artist: programming with Unreal Engine and 3D art, animation, interactive technology, motion graphics and visual effects · Master D Aug 2024 · Jul 2025

Master in Environment Creation and 3D Production, interactive technology and visual effects for videogames · La tecnocreativa Aug 2024 · Jul 2025

Master in CGI FOOH Advertising, digital communication and multimedia content · Aura Prods Dec 2024 · Apr 2025

Expert Course in Generative Image AI · La tecnocreativa Oct 2024 · Feb 2025
Certificate of completion.

Higher Technician in 3D Animation, Games and Interactive Environments · UNIVERSAE Sep 2023 · Jul 2024

SKILLS

Hard surface modeling, environment art, modular kits, UV layout, texturing, lookdev, lighting, rendering, FX simulation (smoke, fire, particles, rain, destruction), motion capture, MetaHuman characters, procedural modeling, node-based workflows, compositing, art direction, CGI advertising, FOOH, product visualization, asset libraries and datasets for AI training, pipeline and quality control.

SOFTWARE

Maya, Blender, Substance Painter, Unfold3D, Marvelous Designer, Houdini, Mantaflow, EmberGen, Cycles, Arnold, Unreal Engine 5, Nuke, DaVinci Resolve, Adobe Creative Cloud.

LANGUAGES

Spanish (native) · English (professional)

Updated 1 Nov 2026.