

XAVI MB

ABOUT ME

CONTACT

ALL / VIRTUAL PRODUCTION / INSTALLATIONS / PRODUCT / MORE

XAVI MAIXENCHS BOBE / INDUSTRIAL DESIGNER / VISUAL ARTIST



ABOUT ME

My name is **Xavi Maixenchs**. I was born in 1995 and I am industrial designer and a **new media artist and developer**.

Throughout my whole life I have been incorporating a new digital media narrative and amount of technical skills. Among them are hardware and software knowledge on **3D art**, **light and kinetic installations**, **shows scenography**, **virtual production and VR**.

I feel comfortable when I am working on new technological formats as an innovative way to see my projects.

I live between passions and challenges that allow me to develop my creativity and distinctive features. Art, **code**, architecture, sports, nature, films, reading and indispensably music.

I will try to **materialize** every idea that comes to our minds!

Feel free to contact me:

xaviermaix@hotmail.com

+34 650 888 616

WORK EXPERIENCE

From 2021

UNIVERSITY & MASTER DEGREE TEACHER
Teaching in Unreal Engine and Digital Interaction in BAU Design School, and La Salle Universitat Ramon Lull

2020

CREATIVE CODING
AV, Interactive and Light Art developer

2020

VIRTUAL PRODUCER
Freelance and Collaborate with LWM Lab doing Virtual Production, 3D artist and UE4 Game Design

2019-2021

INDUSTRIAL DESIGNER
Freelance and collaborate with Avant LED Lab doing Product Development and Design

2021

LUBENTIA Olot, Catalunya,
Festival del Fac i de la Llum
Collaborated with Xavi Bobé Studio

2018-2020

Project Management & Scenography Design in Showtex ES

2020

MUTEK Barcelona,
International Festival of Digital Creativity

2018

Ug Barcelona,
Installation Design,
Elisava Workshop

2018

Best Project Award in Innovation in Collaboration with SEAT, SA®

2017-2018

Comercial Interior Design in DDC SL: Contract Design

2016-2017

Retail Design in Mercantico, Sant Cugat del Valles

2016-2017

Private School Teacher and coaching

EDUCATION

2019-2020

Official Master's Degree in BAU, Audiovisual Innovation & Interactive Environment

2013-2018

University Degree in Industrial Design,
Elisava, Barcelona

2010-2013

Senior HighSchool in
CIC, Technological itinerary

COMMUNITY EXPERIENCE

2016

Group Instructor at a Summer Basketball Camp

2014-18

Basketball Trainer for a team of 13 to 15 year olds

2015

Volunteer in Mirror Foundation Chiang Rai,
Thailand doing outdoor work

SKILLS SET

Technical

Project Management

Development and Art Direction

3D Modeling, AR / VR, Rendering, Animation

Programming, Generative Graphics

LED & VIDEO Mapping

Software

Audiovisual & Code

Unreal Engine 5, Unity 3D, Processing,
Resolume, MadMapper, Arduino, Touch Designer,
Aximmetry

3D Modelling

Rhinoeros3D, RealityCapture KeyShot, Cinema
4D, Autocad, Vray, SketchUp

Pack Designer

Microsoft Office Package, Photoshop,
Illustrator, InDesign, AfterEffects
Notions of Python, C++, Java, HTML

