

Jaime Gonzalez Vallejo

Düsseldorf, Germany

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PROFILE

Art Production Manager

Outsourcing and external art development for videogames

Art production manager at Ubisoft since 2020, leading outsourced art for AAA titles, including international co-development. I manage partner studios and external vendors; former environment artist with a craft background.

EXPERIENCE

Art Production Manager

Ubisoft Blue Byte

Düsseldorf, Germany

Mar 2020 – Present

Avatar: Frontiers of Pandora · confidential AAA

- Accountable for external art on AAA titles: quality, delivery and alignment with art direction and production.
- Manage outsourcing and co-dev pipelines: scope, standards, review cycles and milestones.
- Coordinate partner studios and vendors across time zones. Ex-environment artist; translate art direction for external teams.

Mentor — Environment Art & Production Workflows

PIXL VISN Media Arts Academy

Cologne, Germany

Oct 2025 – Present

- I mentor students in environment art and lighting, with focus on production workflows, reviews and industry readiness.

Environment, Prop & Lighting Artist

VRMADA, Virtual Voyagers, Unity, Tequila Works, Splash Damage, Remedy, 2K/Elite3d

Spain · UK · Finland

2013 – 2020

The Invisible Hours (VR) · Gears of War 4 · Quantum Break · Star Citizen · Homefront: The Revolution · Ryse: Son of Rome

SKILLS

Art production management (AAA) · External development & outsourcing · Vendor & partner management · Quality control & visual review · Scheduling & milestone tracking · Environment art & lighting (craft background) · Agile / Scrum production

EDUCATION

Primerframe, Valencia, Spain

Master in 3D Animation

2011 – 2012

Polytechnic University of Valencia, Valencia, Spain

Bachelor's Degree in Technical Industrial Design Engineering

2008 – 2011

LANGUAGES

English (fluent) · Spanish (native) · German (basic)