

ANDRÉS CARDONA

3D GENERALIST

PROFILE

I am a highly creative artist with high quality standards.

I am passionate about originality, the world of technology and art. A combination with infinite possibilities for creation and aesthetic proposals for change that improve existing roads.

Organized, understanding, empathetic and, looking to develop my skills and knowledge. Delivered to what I am passionate about, generating excellent results.

LANGUAGES

SPANISH

Native

ENGLISH

Advanced Intermediate Level

CONTACT

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www.nesskap.com

REFERENCES UPON REQUEST

EXPERIENCE

3D ARTIST | 2022 - PRESENT

Estudio Shout - Costa Rica

- **Miraculous: Rise of the Sphinx** - Layout and Unity Integration for Cinematics
- **Nickelodeon Project TBA**

FREELANCE MODELER | 2020 - PRESENT

Estudio Shout - Costa Rica

- **What If?** - Marvel Disney+. Character Modeling.
- **GoBig!** - Mobile Game. Character and Prop Modeling

Rather Labs - Argentina

- **Celebrity Smackdown** - NFT Game. Concept Art and Illustration

GENERALIST ARTIST | 2019

Hypertectonics VR - México

- 3D Character Artist for VR
- Ambient and Character conceptualization
- Selected as one of the best national projects by the School of Art and Design of Tec de Monterrey (2020)
- Winning Proposal

EDUCATION

DEGREE IN ANIMATION AND DIGITAL ART

Monterrey, México

ITESM - Tec de Monterrey | 2016 - 2021

ADVANCED ANIMATION, CONCEPT ART, DIGITAL SCULPTURE & VFX

Alicante, España

Escuela Europea para la Comunicación en Diseño y Artes Visuales, COCO SCHOOL | 2020

SKILLS

MODELING

DIGITAL SCULPTURE

TEXTURING

RENDER

COMPOSITION

RETOPOLOGY

PROGRAMMING

SOFTWARE

MAYA

BLENDER

ZBRUSH

SUBSTANCE PAINTER

ARNOLD

PHOTOSHOP

PREMIERE PRO

