



## ABOUT ME

Hi! I am Andrés, I am a visual artist and game developer. I have a Bachelor in Fine Arts (University of Seville), and a Master in Visual Game and Media Design (Royal Danish Academy, Copenhagen). For the last 5 years I have been working as a freelance artist and educator, I funded gamedev studio Goblin Rage (creator of BORE DOME), and I make all kinds of small interactive experiments. I love learning new tools and workflows, I am an avid problem-solver, and a great communicator. If left alone, I will most probably end up going on research rabbit holes about 3D print, energy systems, automation, or grow lights, among other things.

## INFORMATION

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Andrés Cabrero Rodríguez-Estecha

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Artstation Page



Online Portfolio

## EXPERIENCE

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10/2019 - (Today)	Instructor of Blender, Game Engines (Unity, Unreal, Godot), Motion Capture, VR, and Visual Design for games at Det Kongelige Akademi (Copenhagen)
03/2018 - (Today)	Freelance Illustrator (Gerda: A flame in winter - Porta Play 2022, The Tinderbox - Aviando Aps 2019)
14/12/20-31/12/20	3D artist and technical art for "The Game of Video Game Objects" for Jesper Juul
03/2019 - 2023	Generalist Artist (3D, animation, technical art, shaders, concept) for BORE DOME (Goblin Rage)
10/2017 - 01/2018	Animator and CG Artist for VR project at TimeStory - VAT/CVR No.: 85553615

## PROJECTS

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12/2019 - 05/2022	PC game "BORE DOME" "Digital Moment" Award winner at A-MAZE 2022, Berlin. Role: Game Direction, 3D and Technical Art.
10/18 - 01/19	Android/IOS game "Traces" (DADIU). Role: Art Direction, Technical Art.

## EDUCATION

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9/2017-6/2019	Master Programme "Visual Game and Media Design" - KADK, Copenhagen
9/2013-7/2017	Bachelor of Fine Arts - University of Seville

## TOOLS

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**Unity** (from implementation to building)

**Blender** (3D, Animation)

**Concepting** (2D)

**Adobe Suite**

**Shadergraph, VFX graph**

**C # programming** (basic, prototyping)

**PCG** (Basic Houdini, Geo nodes in Blender)

**Visual Programming** (fast prototyping)

**Commercial** (marketing visuals)

**Collaboration & Version Control** (Git, Plastic)

**Sound Design** (trashy beats in Ableton)