



ABOUT ME

Hi! I am Andrés, an artist working with interaction, digital media, and games. 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 teacher and freelance artist, I developed BORE DOME, and I made all kinds of small interactive experiments. I love learning new things, solving problems, and realizing that ultimately, we should be playing. I have a tendency for drifting (as I wrote this I ended up reading about japanese drifting competitions on wikipedia)

INFORMATION

Andrés Cabrero Rodríguez-Estecha

Date of Birth: 05/04/1994

Nationality: Spain



Andres_acre@hotmail.com



+45 81 94 02 61



<https://www.artstation.com/acre>



@wasabipizza2

EXPERIENCE

10/2019 - (Today)	Teaching at the Royal Danish Academy of Fine Arts, for Master and Bachelor students about Blender, Unity, VR, Procedural Generation, Animation, Concept Art, and Art Direction
06/2022 - 07/2022	Illustrations for special edition of game "Gerda: A flame in winter" (Portaplay, Don't Nod)
14/12/20-31/12/20	3D artist and technical art for "The Game of Video Game Objects" for Jesper Juul
03/218 - 03/2019	Illustrator and layout for the book "The Tinderbox" at Aviendo - VAT/CVR No.: 33877234
10/2017 - 01/2018	Animator and CG Artist for VR project at TimeStory - VAT/CVR No.: 85553615

PROJECTS

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

EDUCATION

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

Unity (Technical Art, logic)

Blender (3D, Animation)

Concepting (2D)

Adobe Suite

Shadergraph, VFX graph (basics, practical)

C # programming (basic, chatgpt helps)

PCG (Basic Houdini, Geo nodes in Blender)

Visual Programming (Bolt, Playmaker)

Commercial (marketing visuals)

Documentation (sharing knowledge and registering process)

Sound Design (trashy beats in Ableton)