



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 freelance artist and educator, I co-created the award winning video game BORE DOME, and I make 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

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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	Illustrator for Porta Play's game "Gerda: A flame in winter" (published by 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 (from implementation to building)
Blender (3D, Animation)
Concepting (2D)
Adobe Suite
Shadergraph, VFX graph
C # programming (basic, chatgpt helps)

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)