



ANDRÉS CARDONA GARCÍA

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

(+502) 5618 4389
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 www.nesskap.com

EXPERIENCE

FREELANCE MODELER

2018 - PRESENT

- 3D Modeling
- Texturing
- Render

GENERALIST ARTIST

Hypertectonics VR | 2019

- 3D Character Artist for VR
- 3D Printing
- Ambient and Character conceptualization
- Visual Development Concentration in conjunction with Tec de Monterrey
- Winning proposal of the VR Videogame
- Selected as one of the best national projects by the School of Art and Design of Tec de Monterrey (2020)

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
RIGGING
COMPOSITION
RETOPOLOGY
PROGRAMMING

SOFTWARE

MAYA
ZBRUSH
SUBSTANCE PAINTER
ARNOLD
PHOTOSHOP
PREMIERE PRO

REFERENCES UPON REQUEST