



# 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

@ ness.cardona@gmail.com

www.nesskap.com

REFERENCES UPON REQUEST

## EXPERIENCE

### FREELANCE MODELER

2020 - 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  
COMPOSITION  
RETOPOLOGY  
PROGRAMMING

## SOFTWARE

MAYA  
BLENDER  
ZBRUSH  
SUBSTANCE PAINTER  
ARNOLD  
PHOTOSHOP  
PREMIERE PRO

