

ANDRÉS CARDONA

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

- Estudio Shout - Costa Rica
 - TV Series - Character Modeling
 - Mobile Game - GoBig! - Character and Prop Modeling
 - Layout and Unity Integration for Videogame Cinematics
- Rather Labs - Argentina
 - NFT Concept Art and Illustration

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

