ANDRĒS 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.

LANGUAGUES

SPANISH
Native

ENGLISH
Advanced Intermediate Level

CONTACT

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🌐 www.nesskap.com

EXPERIENCE

3D ARTIST | 2021 - PRESENT
Estudio Shout - Costa Rica
- **What If?** - Marvel Disney+. Character Modeling
- **Nickelodeon All-Star Brawl 2** - FairPlay Labs - Character, Asset & Environment Artist
- **The Run: Got Next** - PlaybyPlay - Crowd NPCs
- **El Pálido (Jorge Gutiérrez Colab)** - Storyboard, Layout & Asset Artist.
- **Miraculous: Rise of the Sphinx** - Cinematics Layout and TD Supervisor
- **GoBig!** - Mobile Game. Character and Prop Modeling

FREELANCE | 2020
Rather Labs - Argentina
- **Celebrity Smackdown** - NFT Game. Concept Art and Illustration

GENERALIST ARTIST | 2019
Hypertectonics VR - México
- 3D Character Artist for VR
- Ambient and Character conceptualization
- Selected as one of the best national projects by the School of Art and Design of Tec de Monterrey (2020)
- Winning Proposal

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

RETOPOLOGY

PROGRAMMING

SOFTWARE

MAYA

BLENDER

ZBRUSH

SUBSTANCE PAINTER

PHOTOSHOP