

CARLOS TACÓN

Visual Effects Generalist / Look Development / Lighting

INFORMATION



Carlos Tacón Fernández
May 03, 1994. Alcalá de Henares, Madrid, Spain
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I like art, design, culture, and technology. Versatile, highly motivated, responsible, and fast-learner. Constantly learning new things.

TECHNICAL SKILLS

Software Development · Programming

Modeling · UV · Procedural Modeling

Procedural Texturing · Shading · Lookdev

Scene Assembly · Layout · Lighting

Cinematography · Photography

3D Environments · Photogrammetry

Digital Compositing · Matte Painting

EXTRA KNOWLEDGE

Python · C/C++ · Unreal Engine SDK
Color Management · ACES

CG / VFX SOFTWARE & TOOLS

Maya · Arnold · V-Ray · 3DEqualizer · Mari
Substance Painter · Substance Designer
Houdini · Nuke · SpeedTree · MASH
UVLayout · Metashape/Photoscan · RV
VrayScatter · Afnasy · Deadline · Ftrack
Shotgun

LANGUAGES

Spanish Native Language

English Advanced Proficiency - C1

French Basic Usage - A2

PROFESSIONAL EXPERIENCE

- August 2019 / August 2020 (Introduction Week)
Visual Effects Teacher: Professional Training Course (Intro VFX, Maya, Color, Pipeline)
The Animation Workshop, Viborg
- May 2019 - December 2020
Visual Effects Artist: VFX Generalist, 3D Environments, Procedural Workflows, Texturing, Shading and Lighting
Ghost VFX, Copenhagen
 - Unannounced Projects
 - Star Trek Discovery, Season 03
 - The Mandalorian, Season 01
 - Star Trek Picard, Season 01
 - Locke & Key, Season 01
- January 2019 - May 2019
Visual Effects Artist: VFX Generalist & Pipeline Tools Software Developer (Python)
VFX Residency, The Animation Workshop, Viborg
 - Augmented (Short Film)
- May 2018 - July 2018
Unreal Engine Plugin Development: Tool for Procedural Generation of 3D Environments
Computer Science Degree - Thesis Project
- November 2014 - October 2017
Backend & Frontend Web Developer
Morfilms App | University R&D Group | CGI Spain

EDUCATION

- September 2018 - December 2018
Visual Effects Professional Training
The Animation Workshop, Viborg
- September 2012 - July 2018
Computer Science University Degree
University of Alcalá, Madrid
- September 2016 - June 2017
Cinematography and New Media Course
Transforming Arts Institute, Madrid

ADDITIONAL EDUCATION

Arnold Fastrack, *ElephantVFX*
Introduction to Digital Colour Theory, *FXPHD*
Creation & Integration of 3D Elements, *ElephantVFX*