

# CARLOS TACÓN

Visual Effects Generalist / Look Development / Lighting

## INFORMATION



Carlos Tacón Fernández  
May 03, 1994. Alcalá de Henares, Madrid, Spain  
+34 616 045 679  
carlosjtacon@gmail.com  
www.carlosjtacon.com

I like art, design, culture, and technology. Versatile, highly motivated, responsible, and fast-learner. Technical and creative mind.

## TECHNICAL SKILLS

Software Development · Programming

Modeling · UV · Procedural Modeling

Procedural Texturing · Shading · Lookdev

Scene Assembly · Layout · Lighting

Cinematography · Photography

3D Environments · Photogrammetry

Compositing · DMP · Camera Projections

## EXTRA KNOWLEDGE

Python · C/C++ · Unreal Engine C++ 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 · Linux · Windows · macOS

## LANGUAGES

Spanish Native Language

English Advanced Proficiency - C1

French Basic Usage - A2

## PROFESSIONAL EXPERIENCE

- August 2019 / August 2020 (1 Week Each)  
**Visual Effects Teacher: Professional Training Course (Intro VFX, Maya, Color, Pipeline)**  
*The Animation Workshop, Viborg*
- May 2019 - December 2021 (Current Role)  
**Visual Effects Artist: Mainly Lighting and Look Development. Also Generalist, 3D Environments, Procedural Texturing**  
*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**  
*Alcalá University, 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*  
VFX Foundations I & II, *FXPHD*