

INFORMATION



Carlos Tacón Fernández

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I like art, design, culture, and technology.  
Versatile, determined, highly motivated,  
responsible, and constantly learning.

TECHNICAL SKILLS

- Software Development · Programming
- 3D Modeling · Procedural Modeling
- Procedural Texturing · Shading · Lookdev
- Scene Assembly · Lighting · Layout
- Digital Matte Painting
- Digital Compositing
- Cinematography · Photography

Programming Languages

Java · Python · C/C++ · Javascript · R

Typescript · Angular · Unreal Engine C++

CG / VFX Related Software & Tools

Maya · Arnold · V-Ray · 3DEqualizer · Mari

Substance Painter · Substance Designer

Houdini · Nuke · Photoshop · Premiere

Final Cut Pro X

LANGUAGES

- Spanish Native Language
- English Advanced Proficiency - C1
- French Basic Usage - A2

WORK EXPERIENCE / PROJECTS

- Since January 2019
- Augmented Short Film: Pipeline Tools
- Software Developer and VFX Generalist
- VFX Residency, The Animation Workshop
- June 2018 - February 2019
- Software for Procedural Generation of 3D Environments (Unreal Engine Plugin)
- Computer Science Degree - Thesis Project
- April 2017 - September 2017
- Electronic Interactive Documents
- Development with Web Technology
- CGI Spain
- January 2017 - October 2017
- Morfilms Mobile App (Android / iOS)
- Personal Project
- November 2014 - December 2016
- Web Development: Goods Transportation Management System + Surveys Platform
- Planificando Research Group, University of Alcalá

EDUCATION

- 2018
- VFX Professional Course
- The Animation Workshop, Viborg, Denmark
- 2018
- Short Course: Arnold Fastrack
- Elephant VFX, Online
- 2016 - 2017
- Cinematography and New Media Course
- Transforming Arts Institute, Madrid, Spain
- 2015
- Short Course: Experimental Film as an Artistic Medium, History and Authors
- Complutense University of Madrid, Spain
- 2012 - 2018
- Computer Science University Degree
- University of Alcalá, Madrid, Spain