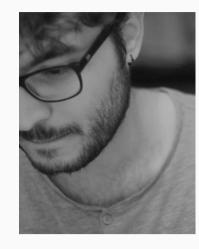
CARLOS TACÓN

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. 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 · VRay · 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: Proffessional 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 Proffessional 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*