CARLOS TACÓN

Computer Graphics and Visual Effects Artist

INFORMATION

Carlos Tacón Fernández
May 03, 1994. Alcalá de Henares, Madrid, Spain
+34 616 045 679
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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 · VRay · 3DEqualizer · Mari
Substance Painter · Substance Designer
Houdini · Nuke · Photoshop · Premiere
Final Cut Pro X · SpeedTree

LANGUAGES

Spanish Native Language

English Advanced Proficiency - C1

French Basic Usage - A2

PROFESSIONAL EXPERIENCE

Since May 2019
Visual Effects Artist: Generalist focused on Look Development and Environments Work
Ghost VFX, Copenhagen

January 2019 - May 2019
Augmented short film: VFX Generalist & Pipeline Tools Software Developer (Python)
VFX Residency, The Animation Workshop, Viborg

June 2018 - July 2018
Software for Procedural Generation of 3D Environments (Unreal Engine Plugin)
Computer Science Degree - Thesis Project

January 2017 - October 2017
Morfilms Mobile App (Android / iOS)
Personal Project

November 2014 - September 2017
Backend & Frontend Web Developer
R&D Group, University of Alcalá - 2 years
CGI Spain, Madrid - 6 months

EDUCATION

2018
VFX Professional Course
The Animation Workshop, Viborg

2018
Short Course: Arnold Fastrack
Elephant VFX, Online

2012 - 2018
Computer Science University Degree
University of Alcalá, Madrid

2016 - 2017
Cinematography and New Media Course
Transforming Arts Institute, Madrid

2015
Short Course: Experimental Film as an Artistic Medium, History and Authors
Complutense University of Madrid