

CARLOS TACÓN

Visual Effects Artist / CG 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 · Scripting

Modeling · UV · Procedural Modeling

Procedural Texturing · Shading · Lookdev

Scene Assembly · Layout · Lighting

Cinematography · Photography

3D Environments · Photogrammetry

Digital Compositing · Matte Painting

EXTRA SKILLS / KNOWLEDGE

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

CG / VFX SOFTWARE & TOOLS

Maya · Arnold · V-Ray · 3D Equalizer · Mari
Substance Painter · Substance Designer
Houdini · Nuke · SpeedTree · MASH
UVLayout · Metashape/Photoscan · RV
Photoshop · Final Cut Pro X · Premiere
VrayScatter · Afnasy · Deadline · Ftrack
Shotgun

LANGUAGES

Spanish Native Language

English Advanced Proficiency - C1

French Basic Usage - A2

PROFESSIONAL EXPERIENCE

Since May 2019

**Visual Effects Artist: CG Generalist focused
on 3D Environments, Texturing, Look
Development and Lighting**

Ghost VFX, Copenhagen

- Unannounced Projects
- The Mandalorian, Season 1

January 2019 - May 2019

**Visual Effects Artist: CG 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, Personal Project - 10 months

R&D Group, University of Alcalá - 2 years

CGI Spain, Madrid - 6 months

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

SHORT / ONLINE COURSES

Lighting a Full CG Shot in Houdini

Elephant VFX, 2019

Introduction to Digital Colour Theory

Charles Poynton - FXPHD, 2018

Arnold Fastrack

Elephant VFX, 2018

Creation and Integration of 3D Elements using VFX

Xuan Prada - Domestika, 2018

Stop Motion Animation Workshop

Ikaroa School, Madrid, 2017

Experimental Film as an Artistic Medium

Complutense University of Madrid, 2015