

INFORMATION



Carlos Tacón Fernández
May 03, 1994. Alcalá de Henares, Madrid, Spain
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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 · SpeedTree

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