

3D GENERALIST

I am a student of 3D Animation and Video Game Development, actively seeking internship opportunities that will allow me to apply my skills in a professional environment. I am passionate about teamwork and the creation of interactive experiences, and I am committed to learning and growing within the industry.

I possess an intermediate level of English.

Adrian CARMONA

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WEB SITES

- www.linkedin.com/in/adrián-carmona-córdoba
- www.artstation.com/carmona17
- carmonaa-al.itch.io

PROJECTS

In my personal projects, I have worked on programming mechanics, interface design, and level creation. I have published two games on itch.io, and I showcase my academic models on my ArtStation profile.

HABILITIES

Programming

Video Game Development

Design Software

Editing, Compositing & Post-Production

Teamwork

✓ Customer Service

EDUCATIONAL BACKGROUND

HLVT 3D Animation, Games, and Interactive Environments

2023 - 2025 | U-tad Centro Universitario de Tecnología y Artes Digitales

In this program, I have acquired skills in software such as Photoshop, Illustrator, Maya, Unity, ZBrush, Substance Painter, Nuke, After Effects, and Premiere. My studies include animation, rigging, modeling, texturing, and lighting, which allow me to address various aspects of 3D and game production.

Bachelor's Degree in Game Design and Development

2021 - 2023 - Universidad Rey Juan Carlos

During the two years I studied for this degree, I gained knowledge in game design, programming, game mechanics development, and level design.

WORK EXPERIENCE

Adidas | Sales Asocciate 08/2024 - Actualidad

La Real | Dependiente 12/2023 - 08/2024

Socorrista 06/2020 - 10/2023