

Carlos Taborda



Education

Bachelor of Fine Arts (BFA)
in Computer Animation
School of Visual Arts
(SVA), Sep 2017 - May 2021

CG Generalist
Carlostaborda.art
carlosandtabor@gmail.com

Skills

Technical

3D Software:
Autodesk Maya
Maxon ZBrush
SideFX Houdini
Marvelous Designer
Unreal Engine

Texturing and Shading:
The Foundry Mari
Adobe Substance Painter
Adobe Substance Designer

Rendering:
Solid Angle's Arnold
Maxon Redshift
Pixar's Renderman

Programming:
Python (PPI)
Other Software:
Adobe Creative Suite

Design
3D Modeling
PBR Rendering
Look Development
3D Lighting
3D Animation
Photography

Render Engine
Solid Angle's Arnold
Pixar's Renderman
Maxon Redshift
Unreal Engine

OS
Windows
Mac
Linux

Experience

Freelance

Feb 2023 - Present

Remote - Hybrid

CG Generalist

Produced media-ready 3D assets.
Efficiently juggled and met deadlines for multiple projects.
Embraced ongoing skill development.
Sharpened problem-solving abilities.
Maintained regular client communication.

Psyop, Inc.

Jan 2022 - Feb 2023

Remote - Hybrid

CG Generalist

Specialized in texturing and shading assets to enhance visual quality.
Conducted lighting and rendering for scenes, ensuring photorealistic output.
Engaged in teamwork, collaborating effectively with colleagues on various projects.
Developed numerous 3D models and assets, utilizing tools like Maya and Maxon Z-Brush for project-specific requirements.

Freerange VFX

Jan 2022 - Feb 2023

Remote - Hybrid

CG Generalist

Specialized in texturing and shading assets to enhance visual quality.
Conducted lighting and rendering for scenes, ensuring photorealistic output.
Engaged in teamwork, utilizing people skills by collaborating effectively with colleagues on various projects.
Developed numerous 3D models and assets, utilizing tools like Maya and Maxon Z-Brush for project-specific requirements.

Pixar Animation Studios.

Jun 2019 - Aug 2019

Pixar Undergraduate Program

Full pipeline training
Strengthening skill sets in every technical department
Fostering creative growth in a group environment
Creating a short 2 minute film in the span of 2 weeks
Creating an individual project using a full Pixar Character Pipeline in 2 weeks

