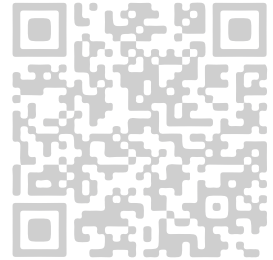


CARLOS TABORDA

CG Generalist

carlosandtabor@gmail.com

WEB: carlostaborda.art



SKILLS

PROGRAMS

Maya
Zbrush
XGen
Substance Painter
Substance Designer
Adobe Suite
Mari
Presto
Houdini
Unreal Engine
Python

CREATIVE

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

RENDERERS

Solid Angle's Arnold
Pixar's Renderman
Redshift

OS

Windows
Mac
Linux

LANGUAGES

Spanish (Fluent)
English (Fluent)

EDUCATION

School of Visual Arts — Bachelors (BFA) September - 2017 - May 2021

Computer Animation and Visual Effects

EXPERIENCE

Freelance

CG Generalist

February 2023 - Present

- Create 3D assets for media
- Manage multiple projects, meet deadlines
- Continuously learn and adapt
- Develop problem-solving skills.
- Communicate with clients regularly

Psyop™

CG Generalist

January 2022 - February 2023

- Texturing and shading assets
- Lighting and rendering scenes
- Collaborating with other team members
- Creating 3D models and assets for various projects using software such as Maya, ZBrush,

Pixar Animation Studios™

Pixar Undergraduate Program

June 2019 - August 2019

- Full pipeline training
- Strengthening skillsets 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