

Carlos Taborda

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EDUCATION

School of Visual Arts (SVA) New York, NY
Bachelor of Arts, (BFA) Computer Art 2017 - 2021
Animation, Interactive Technology, Video Graphics and Special Effects
The Emerging Filmmakers Pavillion (Cannes) | Alumni Scholarship Award Recipient | Alumni's Choice Award 2021

EXPERIENCE

Hopr, Inc. New York, NY
Freelance CG Lead | Lighting Look Dev - Contract Feb 2023 - Dec 2024

- Led lighting design for multiple **high-profile projects**, ensuring visual consistency and enhancing overall aesthetics.
- **Supervised** a team of **junior lighting artists**, mentoring them in lighting workflows and rendering optimization.
- Developed efficient **procedural lighting setups**, **reducing render times** while maintaining **visual quality**.
- **Collaborated** with rendering and compositing teams to **refine lighting pipelines** for seamless asset integration.

Psyop, Inc. New York, NY
CG Generalist - Full Time Jan 2022 - Feb 2023

- **Lit and rendered entire commercial spots**, seamlessly integrating **CG** into **live-action plates**.
- Conducted **procedural look development** for props and characters for high-quality assets.
- Modeled and sculpted assets in **Maya and ZBrush**, optimizing topology for animation and rendering.
- Created **slap comps in Nuke** for client approvals and daily internal reviews.
- Worked closely with supervisors to **refine shots based on creative direction and feedback**.
- Onboarded and mentored new artists, ensuring a smooth transition into the pipeline.

Freerange VFX New York, NY
CG Generalist / Asset Modeler - Full Time Jul 2021 - Dec 2021

- Contributed to **project pitches** by developing compelling visual prototypes and test renders.
- Created procedural **Houdini Vellum simulations** for realistic cloth, hair, and soft-body dynamics.
- Optimized texturing and shading workflows, ensuring assets met **photorealistic standards**.
- Troubleshoot **technical challenges** across Redshift rendering and simulation.

ADDITIONAL EXPERIENCE

Pixar Animation Studios Emeryville, CA
Pixar Undergraduate Program Jun 2019 - Aug 2019

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

FILMMAKING EXPERIENCE

Cariño Thesis Film Sep 2020 - May 2021

- Demonstrated strong leadership in a **team-based production environment**, ensuring high visual fidelity across all character assets.
- Led character development for a Cannes-selected thesis film, overseeing **design, modeling, and lighting**.
- Implemented **cloth simulation and hair grooming** techniques to enhance realism in character assets.
- Gained **granular experience in shading, texturing, and material development**, expanding previous look development knowledge.
- Applied **advanced lighting techniques** to establish mood and enhance storytelling.
- Built on past **personal project experience** to push technical and artistic skills further.

SKILLS

Software – Maya, ZBrush, Houdini, Blender, Unreal Engine, Cinema 4D, Marvelous Designer, Nuke, Adobe Creative Suite

Texturing & Shading – Substance Painter, Mari

Rendering & LookDev – Arnold, Redshift, Renderman, Vray, Unreal Engine 5

Operating Systems – Windows, Mac, Linux