

Gonzalo Castro Fernandez

3D Modeler And Texturing Artist

Experienced 3D artist with a lot to offer and a lot to learn.

Proficient in various aspects of 3D art, including modeling, texturing and rendering.

Experienced in collaborating with cross-functional teams and delivering high-quality assets within tight deadlines. Strong eye for detail and a creative mindset, constantly seeking opportunities to push artistic boundaries. Committed to staying updated with the latest trends and technologies in the field of 3D art. Seeking new challenges to contribute my expertise and artistic vision to innovative projects.

Work History

2021-11 -
Current

Mid Modeling and Texturing Artist

*ICON Creative Studio / Skydance Animation,
Vancouver, BC*

- Responsible for character and prop modeling, as well as creating realistic materials using Mari and Substance Designer for an unannounced project.
- Utilized Houdini for fast world building and small destruction simulations

2020-01 -
2021-11

Mid Modeling and Texturing

Game Mill, San Jose, Costa Rica

- Worked with Unreal Engine and Unity game engines, as well as utilized Houdini for procedural models

2019-01 -
2020-12

Mid Modeling and Texturing Artist

Fair Play Labs, San Jose, Costa Rica

- Modeled and textured props for projects including GI Joe Operation Blackout and Nickelodeon All-Star Brawl

2017-11 -
2018-02

Junior Modeler

Relish Interactive, San Jose, Costa Rica

- Created environment props and character props for the YouTube animated series Kindi Kids

Contact

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Phone

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Skills

Attention to Detail

Problem-solving and
Adaptability

Team Collaboration

Communication and
Presentation

Time Management

Software

Autodesk Maya

Zbrush

Substance Painter /
Designer

Mari

Houdini FX

Photoshop

Unreal Engine / Unity

2017-06 -
2017-07

Freelance Junior Modeler

La Sala Post, San Jose, Costa Rica

- Led environment modeling for local Costa Rican productions and music videos.

Education

2016-06 -
2022-02

Bachelor of Arts: Digital Animation

Veritas University LCI - San Jose, Costa Rica

No Degree: Environment For Video Games Program

CG Masters Academy

No Degree: Houdini FX Program

Rebelway School

Languages

Spanish

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Excellent

English

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Excellent

French

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Very Good