



## Carlos Fernando Espínola Alcázar

México, CDMX

Birth Date: 25/071989

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### Area of interest

3D Sculpting, 3D Modeling 3D Animation, Rendering, Texture, Rigging, VFX, Postproduction, VFX Supervisor, Layout 2D/3D, Photographer, Video Record/Editing.  
Graphic Design, Illustration, Image Retouch, Motion Graphics, Concept Art.

DemoReel: 2020 <https://youtu.be/6LnF-mnfpOo>

2017 <https://youtu.be/ficMO9I3jEs>

Behance <https://www.behance.net/nemesiscarc9a3>

ArtStation <https://carlespzar.artstation.com/>

Flickr <https://www.flickr.com/photos/144278230@N05/>

### Studies

- **Graduation**

Instituto Juárez Lincoln – Especialization in Communication

**2007- 2012 Certification**

Instituto Tecnológico y de Estudios Superiores de Monterrey Campus Puebla  
(ITESM) - BA Animation and Digital Arts

### Working Experience

**2006-2009 Daedalum Estudio**

Company: Company of art and animation.

Position: *Modeling 3D enviroments.*

Function: 3D modeling from concept art in Autodesk Maya

**2009-2012 Sajartex S.A. de C.V.**

Company: Textile Company

Position: *3D Modeling and Design.*

Function: 3D Enviroment modeling for product showcase.



**2012-2013 Coyote Digital S.A. de C.V.**

Company: Graphinia: Marketing, Desing and Sistems.

Position: *Art and Photography Direction*

Function: Responsible for organization, time and digital production. Photographer.

**2015 Shooting of the film “La Ira o el Seol” by Juan Mora Cattlet.**

Company: Eréndira Producciones / Dei Ar Guachin Os

Position: *VFX Supervisor*

Function: Scouting, Monitoring of digital effects shots on location and forum, implementation of tracking points, use of green screen.



**2013-2015 Dei Ar Guachin Os S.A. de C.V.**

Company: Dei Ar Guachin Os (Dagos)

Position: *3D Generalist, Designer, Photographer and Image Design*

Function: 3D modeling, texturing, riging, particles, vfx, motion graphics, web design, logo design, advertising, photography.

Worked on various projects:

VFX for feature films, shorts, advertising, music videos, 3D virtual museum, 3D game for Android / Iphone, virtual reality video game, image design, business.

**2015-2016 Anima Lab S.A. de C.V.**

Company: Ánima Estudios

Position: *3D Layout Artist for movie “Monster Island”*

*2D Layout Artist for series “Chapulín Colorado Animado”*

Function: Shot composition, framing, timing, character and props.



**2016**

**Maniac Mexico / Probosque**

*Position: Photographer, Scouting.*

*Function: Photographer of tourist locations for 360 views and virtual reality app*

## **2016 Videodanza Sopor**

*Position: Direction, Cameras, VFX Supervisor, Editing, Animation, VFX.*

*Function: Location supervisor and cameras, Edition and post production, VFX generation, Particle animation, Rotoscopy, 3d Scanning.*



## **2017-NOW Grupo Saber Integrarse**

*Position: 3D Artist and Product Designer*

*Function: 3D Sculptor of movie characters, props and scenes for promotional top-quality products at one major Mexican cinema "Cinemex".*

Generating ideas from art guides, trailers, photos and even leaks of the upcoming movies.

3D Texturing, Animation and Rendering of the product for adds in social media.

3D Printing prototyping

Photography of the final product and others.







**Software:** Zbrush, Autodesk Maya 3D, Lumion, Adobe After Effects, Adobe Photoshop, Adobe Lightroom, Adobe Illustrator, Adobe Flash, Premiere, Motion, Microsoft Office.

**Photography:** Conceptual, Portrait, Landscape, Events.

**3D Printing:** Advance knowledge on modeling and use of 3d printing technology

