

Enrique Carrasco Lucio

Post-Production Artist (Shading, VFX, Lighting, Render & Compo)

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 Guadalajara, Jal, MX

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Team player, honest and organized. Passionate about learning new software & techniques in any area to expand my problem-solving abilities.

Education

- Monterrey Institute of Technology - Guadalajara
Bachelor's degree Animation & Digital Arts. 2016 - 2021

Software

- | | |
|---|--|
| Adobe Premiere Pro  | Adobe Photoshop  |
| Adobe After Effects  | Substance Designer  |
| Autodesk Maya  | Zbrush  |
| Blender  | Houdini  |
| Unreal  | C#  |
| Unity  | Vray  |
| Substance Painter  | Red Shift  |

Courses

- How to build a tower defense in Unity Course - 2022
- Arden Unreal Engine Course - 2022
- Certificate from Ubisoft's Game Creators' Odyssey - 2020
- Rigging y deformation of a character - 2019
- Rigging: face articulation of a 3D character - 2019

Qualities

- Communication
- Problem solving
- Team work
- Learning passion
- Critical thinking
- Organization

Languages

- English (B2)
- Spanish (Native)
- French (Beginner)

Projects

- Wispering Woods. Mar – Jul 2020 (Monterrey Institute of Techno)
Level Builder. Bring the concept art to life in a credible & aesthetic way with the assets.
Lighting Artist. Bring the atmosphere to life with the ambience, lighting and post-processing effects.
- Último salto. Feb – Mar 2020 (Monterrey Institute of Technology)
Cutsценe editor. Animate 2D assets with Motion-Graphics in After Effects.
Level Designer. Design the level with obstacles and mechanic tutorials.
- Samurai Splat. Feb – Mar 2020 (Monterrey Institute of Technology)
Cutsценe editor. Animate 2D assets with Motion-Graphics in After Effects.
- El gran árbol. Ago – Dic 2018 (Monterrey Institute of Technology)
Post-production department. Modify of composition, color correction, patches, lighting and special effects for Stop Motion.

Experience

- Catedra Teacher @ Monterrey Inst of Tech. Feb 2023 - Present
VFX & Post-Production Teacher. Teaching and helping students solve their problems related to the VFX, Render, and Post-production departments.
- VFX Artist @ One Simple Game. December 2022 - April 2023
VFX Artist. Creating 2D VFX in-game and UI in unity for a mobile game, using C#, 2D Animation Rigs and Particle System for mafia kings and tiny auto shop 2.
- Freelancer @ Nippur Media. November 2022
VFX & Compo Artist. Doing Visual Effects for the screens in the show Suelos en Cabo.
- Freelancer @ Demente Animation Studio. October - Nov 2022
Lighting & Compo Artist. Illuminate scenes in Maya with redshift and compose the render layers in after effects for Bolofest 2022.
- Freelancer @ Mako Animation Studio. August - September 2022
VFX Artist. Create special effects for a 2D short if the teaser for Ghost in the fog: A friday the 13th Fan Film.
- VFX Artist @ Amber. April - July 2022
VFX Artist. Creating 2D VFX in-game in unity for a mobile game, using C#, and Particle System for the game Stick Cricket 9 and F1 NFTS on Blender.
- Polar Studio. Feb – Mar 2020
Post-Produccion Artist. Cleaning rigs for stop motion shorts & Motion Graphics Animator In After Effects.
- Día de la tierra Discovery Kids. Ago – Dic 2019
Lighting & Rendering. Light a scene and characters to appreciate its details and create the desired atmospheres in 3D scenes.
Post-production department. Modify of composition, color correction, patches, lighting and special effects for 3D animations.