


Manuel Córdoba González

3D Modeler

Contact Info.

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Hi, my name is Manuel Cordova, I'm 26, currently living in Mexico City. I am passionate about videogames, movies, tell stories and creating worlds and characters. I consider myself a creative person with initiative, responsible, open to feedback, always trying to improve my skills and enhance my knowledge.

Education

Universidad Del Valle De México Campus Lomas Verdes
January 2014 - June 2018
Ingeniería En Tecnología Interactiva en Animación Digital

Experience

CGBot - Internship January 2019 - February 2019

Skills

Digital Sculpting: Intermediate level in organic sculpting and anatomy

3D Modeling: Intermediate level in hard surface modeling and retopology

Texturing: UV Layout, Edge Padding, Bakes Hand Painted,
Understanding in PBR Pipeline and material creation in Substance Painter

Rigging: Creation of FK, IK, y Dynamics.

Software

Maya

Modeling and Retopo 65%

Rigging 50%

UV Layout 80%

Zbrush

Anatomy and Organic Sculpting 80%

Hard Surface Sculpting 30%

SubstancePainter

PBR Pipeline 80%

Texturing 80%

Unreal

General Knowledge 30%

Photoshop

General Knowledge 40%

3DsMax

Modeling 60%