

# Carles Gonzalez

**Role** 3D Character Artist – Specializing in 3D Modelling and Digital Sculpting

## Profile

Since I was a child I am an enthusiast in art and the creative side of making films, videogames or the comic book industry. Movies, such as Tron, Alien, Terminator, Jurassic Park or Toy Story had a huge impact on me I decided that I wanted to become an artist.

I spent many years looking for the right path that could guide me to this industry and I had an academic background that wasn't giving me the tools to become a part of it. I started to learn by myself pretty soon about 3D, and I became a self-taught artist. Creating my portfolio during those early years helped me to get several jobs and gain the enough experience and skills to start working as a professional artist.

Over the last several years I have had the fortune to work abroad and to be involved in several of the best AAA videogames and stunning cinematics in the industry.

Currently, I'm working as a Senior Character Artist at Rocksteady Ltd studios in London.

## Work Experience

- Senior Character Artist at *Rocksteady Ltd*, LondonUK. (2014- Current)

- Batman: Arkham Knight (PC/PS4/XO)
- Batman Arkham VR (PS4,PC)

- Freelance Character Artist (2013)

- *Axis Animation* ( Fable Legends cinematic )
- *Axis Animation* ( Halo 5, Xbox One E3 cinematic )
- *ShadowsInDarkness* ( Aliens: Colonial Marines )
- The Blade Remains (Skara)

- Character Artist at *Axis Animation*, Glasgow UK (2012)

- Halo 4 Spartan Ops cinematics.

- Freelance Character Artist (2011/2012)

- *Crytek* (Ryse Xbox One)
- *Liquid Development* ( Firefall - PC)
- *Sample & Hold/ Turn10* (Forza Horizons - Xbox 360)
- *City Interactive/Deck13* ( Lords of the Fallen )
- *Arkalis Interactive* ( Stargate Unleashed cinematic )
- *ShadowsInDarkness* (Borderlands 2 DLC)

- Character Artist at *Gameloft*, Barcelona(2010)

Released titles:

- Shadow Guardian (IOS/Android)
- Six Guns (IOS/Android)

- 3D artist at *Virtual Toys*, Spain(2008)

Released titles:

- Cook Wars (Ubisoft) for Wii
- Alexandra Ledermann (Ubisoft) for NDS
- Imagine Pet Vet 2009 (Ubisoft) for NDS

- Freelance 3DArtist (2007)

## Formation

- Gnomon School Master Classes 2009
- 1<sup>st</sup> and 2<sup>nd</sup> year, Multimedia degree by CITM UPC University, Barcelona (2005-2007)
- 1<sup>st</sup> year of Engineering, "La Salle" University, Barcelona (2004)
- High School degree (2003)



## Skills & Strengths

- More than 9 years experience in the CG industry
- Quality game asset creation and high polygonal meshes for VFX and cinematics
- Strong understanding of human anatomy.
- Speed sculpting and rendering for 3D concepting
- Produce clean and efficient topology for production, UV's and textures
- Creative profile for organic and hard surface modelling
- Technical profile with an in depth view of the different pipelines for videogames and VFX and good knowledge of different creation software and engines.
- Accurate scheduling
- Qualified in texturing and hand painting
- Basic rigging and skinning knowledge
- Staying current with the industry and the new pipelines and software.
- Working well on a team and dealing with feedback.
- I have a huge motivation to learn and improve, always demanding the best quality I can deliver.

## Contact

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Location: London (UK)

## Software

- *Preferred Content Creation*
    - Autodesk 3ds Max
    - Pixologic Zbrush
    - Adobe Photoshop
    - Substance Painter
    - The Foundry Mari
    - Marvellous Designer
  - *Render software*
    - Mental Ray
    - Vray
    - Keyshot
    - Marmoset Engine
    - Cryengine 3
    - Unreal Engine 3
    - Unreal Engine 4
  - *Postproduction and graphic design*
    - Adobe Premiere
    - Nuke
    - Adobe Flash
    - Adobe Illustrator
    - AdobeDreamweaver
  - *Operative Systems*
    - Windows
    - MacOs
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## Other information

- Date of Birth: 05<sup>th</sup> June 1986
  - Driving licence
  - Spanish Nationality
  - Languages
    - Catalan
    - Spanish
    - English
  - Personal website: <http://www.cgselworks.com>
  - Linkedin: <http://www.linkedin.com/in/cgselworks/en>
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