

Carles Gonzalez

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

Profile Since I was a child I've been passionate about art and creativity.

Watching movies and playing videogames had a huge impact in me as a child, and I decided that someday I would like to be part of the entertainment industry.

I started to learn by my own means pretty soon about art and turned my eyes on 3D, It helped me to have a clear idea of all the technical aspects and the workflow so thanks to that I could start my professional career around 2007, working for advertising studios in Spain, gaining enough experience and skills to start working full-time as a professional in the videogame industry.

Over the last several years I have had the opportunity to work along a good range of projects and challenging experiences, been involved on several AAA videogames, cinematics and currently, feature films.

For the past year I've turned my career into creature design for vfx and films and freelancing opportunities such as toy collectibles and miniatures.

Work Experience

• Creature Sculptor and Concept Artist at MPC film London,UK. (Current)

- Underwater (2018)
- Godzilla:King of Monsters(2019)
- Aquaman(2018)

• Senior Character Artist at *Rocksteady Ltd*, LondonUK. (2014- 2017)

- 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 episodes VFX shorts.

• 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)



Skills & Strengths

- More than 10 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 with a clear understanding of rigging and animation requirements.
- Experienced concept artist for organic and hard surface modelling
- Technical background: Polygon modelling, texturing and painting, clothing software and efficient UV wrapping.
- Experience on different pipelines for videogames, and VFX .
- Accurate estimations and working well on tight schedules
- Working well in a team and positively dealing with feedback and problem solving.
- I have a huge motivation to learn and improve;

Contact

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Formation

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

- *Preferred Content Creation*
 - Autodesk 3ds Max
 - Autodesk Maya
 - 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: 05th 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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