

# CARLOS TACÓN

CG / VFX Generalist and Developer

## INFORMATION



Carlos Tacón Fernández  
May 03, 1994. Alcalá de Henares, Madrid, Spain  
+34 616 045 679  
carlosjtacon@gmail.com  
www.carlosjtacon.com

Art, design, culture and technology.  
Determined, motivated and responsible.  
Constantly learning and always coming up with new projects.

## TECHNICAL SKILLS

Programming

3D Modeling

Procedural Texturing · Shading

Scene Assembly · Lighting · Layout

Digital Matte Painting

Digital Composition

Photography · Cinematography

### Programming Languages

Java · Python · C/C++ · Javascript · R  
Typescript · Angular · Unreal Engine C++

### CG / VFX Related Software & Tools

Maya · Arnold · 3DEqualizer · Mari  
Substance Painter · Substance Designer  
Nuke · Adobe Suite · Final Cut Pro X

## LANGUAGES

Spanish Native Language

English Advanced - C1

French Basic - A2

## EDUCATION

2018

### VFX Professional Course

*The Animation Workshop, Viborg, Denmark*

2018

### Short Course: Arnold Fastrack

*Elephant VFX, Online*

2017

### Workshop: Stop Motion Animation

*Ikaroo Animation School, Madrid, Spain*

2016 - 2017

### Cinematography and New Media

*Transforming Arts Institute, Madrid, Spain*

2015

### Short Course: Experimental Film as an Artistic Medium, History and Authors

*Complutense University of Madrid, Spain*

2015

### Short Course: History and Evolution of Comic and Graphic Novel Techniques

*University of Alcalá, Madrid, Spain*

2012 - 2018

### Computer Science Degree

*University of Alcalá, Madrid, Spain*

## WORK EXPERIENCE

April 2017 - September 2017

### Electronic Interactive Documents Development with Web Technology

*CGI Spain*

January 2017 - October 2017

### Morfilms Mobile App (Android / iOS)

*Personal project*

May 2015 - December 2016

### Goods Transportation Management System Web Application Development

*Planificando Research Group, University of Alcalá*

November 2014 - May 2015

### Web Based Surveys System Development

*FICO-PYME Foundation, University of Alcalá*