



Gonzalo Cano

3D Artist

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EDUCATION

Axe Sud Toulouse

September 2009 - May 2011
Graphic Designer

DigiPen Institute of Technology - Europe

September 2011 - May 2014
Bachelor of Fine Arts in Digital Art and Animation

DigiPen Institute of Technology - Redmond

September 2014 - May 2015
Spain Study Abroad program

PROJECTS

3D Artist at DigiPen Bilbao

January 2016 - April 2016
3D artist for website presenting architecture project. Compositing.

Relic: cinematic team

September 2014 - May 2015
3D cinematic project for student videogame project.
Character model, setup and textures. Special effects and motion graphics.
Producer and compositor.

Umbra Chronicles game team

September 2012 - May 2013
2D scroller beat'em up student videogame project. Character artist and animator.
Effects artist and animator.
Award: Best Basque Video-game at hóPlay 2013

Umbra Chronicles cinematic team

January 2013 - May 2013
2D intro cinematic for student videogame project. Effects artist and animator.
Compositor.

SKILLS

3D Modeling & Texturing
Sculpting & Topology
Photoshop & After Effects
Motion Graphics & VFX
Animation (2D, 3D)
Game Engines (Unity)
Scripting (Python, C#)
Software adaptability
Problem solving

Spanish: Native
French: Native
English: Fluent
Japanese: Basic