



FERNANDO TEJADA

VIDEOGAME 3D ARTIST

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Hello! My name is Fernando,

Born in Cadiz (Andalusia), I was a small kid that grow up in a small town near the historic Cape Trafalgar, but nowadays living in Barcelona. After graduating as an Industrial design engineer, I started being interested in 3D modelling and design for videogames, so I turned my professional trajectory to become a professional 3D artist in the game industry.

Projects



- Criminal Cat Videogames, Barcelona (2016-2017)
Lead artist for the videogame project: [Metalhalla](#)
- Final degree project: The Nexo Wind (2014)
Concept design, 3D modelling, rendering.
- PSNow! Online Videogames Magazine (2009 - 2010)
Graphic design, banners and web assets

Skills

3DS Max	<div style="width: 80%;"></div>
Zbrush	<div style="width: 90%;"></div>
Maya	<div style="width: 70%;"></div>
Photoshop	<div style="width: 95%;"></div>
Unity	<div style="width: 60%;"></div>

Work experience



- Digital Legends, Barcelona (Jun 2017 - Oct 2017)
QA Tester internship.
- Cero Design, Barcelona. (2015 - 2017)
Industrial design, 3D modelling.

Languages

Spanish:	Native
English:	C1/Advanced

Education



Animation, Digital art and Videogames at UPC BarcelonaTech (2016-2017)



Academic year in Dublin: EF School of Ireland (2015)



Industrial Design Engineering Degree at ELISAVA (UPF, Barcelona) 2010 - 2014

Hobbies



I enjoy the simple things in life, trying out a new food place, sunbathing in pristine beaches, doing some snowboarding in winter, road trips, and playing videogames with my friends.

Check out my work at: fernandotejada.com