

MATEO COSTA

3D ARTIST

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Profile

3D Artist from Barcelona (Spain) working in both high and low resolution pipelines.

My objective is to persue my dream of being part of a team to create the best experiences possible.

Experience

Institut Cartogràfic i Geològic de Catalunya

3D Intern | April 2017 - October 2017

Created a workflow for the detection and correction of artifacts in 3D photogrammetry scanned cities. Detected and corrected some projects and made tutorials of the process for the new incommers.

Strange Minds

CoFounder and Postproduction responsable | June 2012 - May 2015

While studing at film school I created an audiovisual studio with a partner. We made videos and photo sessions for companies and universities. I was in charge of the postproduction pipeline and worked as video and sound designer/editor, photographer and camera operator.

Projects

Led by Light – Game I'm actually working on with a team at spare time.

Upside Down – Master's Degree final project.

Education

Master's Degree | Animation, Digital Art and Videogames

Polytechnic University of Catalonia | 2016 - 2017 | Graduated with high honors.

Bachelor's Degree | Video Editing and Postproduction

Bande a Part Barcelona Film School | 2011 - 2014

Software proficiency

Zbrush, Maya, Photoshop, Substance Painter, Marmoset Toolbag, 3ds Max, Unity.

I also have knowledge in video and audio editing softwares such as Premiere, After Effects, Ableton Live...

Languages

Spanish – Native.

Catalan – Native.

English – Intermediate.

[Linkedin](#)