



Jon Gomez Aisa (Hota Aisa) CG artist:

I was born in San Sebastian (Spain) in 1989.
I have Spanish A driving license for all kind of motorbikes.
Full time and regional availability.

Where have I studied?

High school of applied arts.
(2010-2012) Usandizaga Peñafiorida institute.

Superior technical in 3D animations, games and interactive environments.
(2012-2014) CPES Ceinpro BHIP.

Where have I worked?

Public Relations .
(2013-2013) "La Rotonda 1777 ".

3D modeler/texturizer and digital composition.
(2013-2017) Dibulitoon Studio Spain.

PROJECTS

- "Yoko y sus amigos" (2016)
Spanish animation movie and Tv cartoon show, nominated for "Goya" Awards and winner of "Junior Giralddillo" in Sevilla.
- "Teresa y Tim" (2017)
Spanish animation movie, nominated for "Goya" Awards.
- "Elcano" (Currently in production)



3D modeler/texturizer and digital composition.
TGA Entertainment (Delaware, USA). 2017 (Freelancer).

PROJECTS

"The Story of Ian Parker." 2017 Videogame.

3D modeler/Designer.
NOWWA L.L.C (Delaware, USA). 2017 (Freelancer).

PROJECTS

"Bulletville". 2017 Videogame.

3D environment artist.
Soleil Ltd (Tokyo Japan). 2018-2019. (presential)

PROJECTS

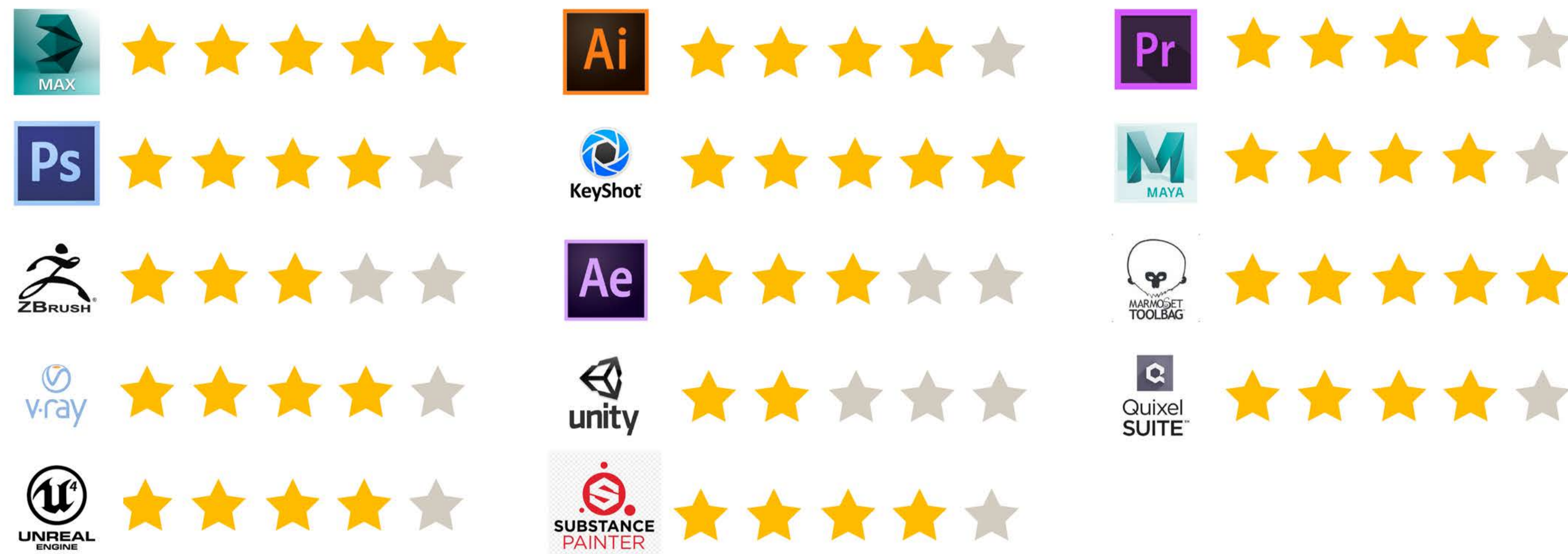
"Breakworld". 2019 (project name)
Currently on development for Nintendo Switch

Im specialist in:

Creativity:
I solve design problems and bring intelligent solutions.

Illustration:
Great knowledge of art and painting, both practical and theoretical.

Computer Graphics:



What languages do I speak?

Spanish (native proficiency).
English with enough level to have a conversation, and good reading and writing level.
Basque (Birth region language from Spain)
Japanese 1 year studying japanese in Tokyo.

Contact:

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