

DAVE ARREDONDO

Concept Designer / CG Generalist

Portfolio: <https://davearredondo.com>

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SUMMARY:

Organized, deadline-oriented Concept Designer with a strong passion for production design, visual development, and storytelling through Art.

PROFESSIONAL SKILLS:

- Strong 2D and 3D skills with a sense of appeal, storytelling, composition and color.
- Effectively skilled in: Character/Creature Design, 3D modeling, texturing, look development & rendering for production.
- Proficient in Maya, Zbrush, Arnold, 3Ds Max, Mari, Substance Painter, and Photoshop.
- Ability to conceive realistic and stylized CG Characters & Creatures..
- Highly organized, collaborative, and self-motivated.
- Team player and Problem-solving.

EXPERIENCE:

Concept Designer / CG Generalist Independent Contractor (2018 –Present)

Effectively managed team members overseas and successfully achieved the schedule goals.

Responsible for creating high-end graphics, CG Characters as well as Creatures for VFX and Video Game Companies.

Concept Artist / Matte Painter Exodo Animation Studios (2017-2018)

I developed a wide range of IP's and performed as a Concept Artist for TV Animation, Commercials & Short films.

Concept Artist / CG Generalist ICE VFX (2016-2017)

Created specific Concept Art for campaigns as well as CG Content for Advertising, Theme Parks and Short Films, 2016 – 2017

Concept Artist - Anima Estudios (2012-2016)

Provided support to the Visual Development Department for Animated Feature Films & TV Animation

EDUCATION & TRAINING:

Learnsquared Courses, Narrative Concept Art, Creature Design / Fall 2018

Gnomon School of Visual Effects, Los Angeles, CA

Custom Track in Entertainment Design / Summer 2015 – Winter 2016

University of the Mexico Valley, Mexico City, Mexico

Bachelor of Science in Interactive Technologies & Digital Animation / 2008 – 2012

VOLUNTEERING EXPERIENCE:

- Siggraph 2015 – Digital Arts Community Volunteer Los Angeles, CA.
- CTN X 2015 – Student Volunteer Burbank, CA

ACCOMPLISHMENTS:

- 3D Total Excellence Awards
- InPrint Magazine #10, Interview and Showcase