

MARCO DELGADO

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WORK EXPERIENCE

SENIOR LOOKDEV ARTIST – [STUDIO KIMCHI]

MARZO 2023 – JULIO 2023

Textures and shaders (LookDev) characters, assets and props for animated short films

SENIOR SURFACING ARTIST – [LIGHTBOX ANIMATION STUDIOS]

JUNIO 2022 – MARZO 2023

Textures and shaders (LookDev) sets and props for animated film.

SENIOR LOOKDEV ARTIST – [STUDIO KIMCHI]

MARZO 2022 – ABRIL 2022

Textures and shaders (LookDev) assets and props for animated short film “Hope”.

SENIOR LOOKDEV ARTIST – [ABLE&BAKER]

FEBRERO 2022 – MARZO 2022

Textures and shaders (LookDev) props (weapons).

SENIOR LOOKDEV ARTIST – [TRAUMHAUS STUDIO]

SEPTIEMBRE 2021 – NOVIEMBRE 2021

Textures and shaders (LookDev) assets, props for the film “Stitch Head”.

SENIOR LOOKDEV Artist – [3DOUBLES PRODUCTIONS]

OCTUBRE 2020 – JUNIO 2021

Textures and shaders (LookDev) assets, sets and props for the film “Inspector Sun and the curse of the Black Widow”.

SETS & PROPS SHADING ARTIST – [ILION ANIMATION STUDIOS]

DECEMBER 2014 – JUNE 2019

Textures and shaders of sets and props for the film “Luck” for Skydance.
Creation textures and shaders sets and props for the feature film “Wonder Park” for Paramount Pictures.

SETS & PROPS SHADING ARTIST – [MAGO PRODUCCIONES]

SEPTEMBER 2017 – DECEMBER 2018

Creation textures and shaders sets and props for the short film “Solstice”.

3D GENERALIST – [FREELANCE]

MARCH – OCTOBER 2014

Modeling, shading, lighting, set lights, rendering and compositing for product visualization, printing, advertising, TV.

SURFACING / TEXTURE ARTIST – [ULKUTAY CREATIVE]

OCTOBER 2013 – FEBREARY 2014

Textures and shaders of the characters, sets and props for the TV series "Makadoo".

SHADING & TEXTURE ARTIST – [THE THINKLAB]

MAY – SEPTEMBER 2013

Creation textures and shaders sets and props for the feature film "Deep".

FOUNDER – [PIXELTALE STUDIO]

JUNE 2007 – APRIL 2013

Modeling, shading, lighting, set lights, rendering and compositing for different projects like TV series, advertising and architecture.

GRAPHIC DESIGNER – [GRUPO ANAYA]

APRIL 2002 – JANUARY 2011

Graphic designer and education projects.

3D GENERALIST – [PUBLIC BROADCASTING SERVICE]

JULLY 2007

Nova ScienceNow (TV Series) (special thanks - 1 episode). Sleep, CERN, Emergence and Profile: Julie Schablitsky (2007).

COFOUNDER – [I-REAL ANIMATION STUDIOS]

JANUARY 2002 – JULY 2003

Graphic designer and 3D generalist in i-real studios.

TEACHER - COURSE ON AUDIOVISUAL INPHOGRAPHY. – [ESCUELA TAI]

MARCH - MAY 2001

Intensive 3D Infographic Course applied to "Virtual Decorating" for performing Arts students.

GRAPHIC DESIGNER - MULTIMEDIA – [FREELANCE]

JANUARY 1995 – APRIL 2000

Graphic designer, multimedia and photography.

EDUCATION | **AUTODESK** – [LICENCIA 260483]
MAYA 2013 CERTIFIED PROFESSIONAL.

ESCUELA TRAZOS – [2013 – 2014]
SCULPTURE COURSE - ZBRUSH, MODELING.

CICE - ESCUELA PROFESIONAL DE NUEVAS TECNOLOGÍAS – [2012]
MÁSTER PROFESIONAL DE PRODUCCIÓN AUDIOVISUAL CON MAYA.

AULA TEMÁTICA – [2000 – 2001]
MASTER IN 3D ANIMATION AND POST PRODUCTION.

ESCUELA TAI – [1995 – 1997]
DIPLOMA OF MULTIMEDIA COMMUNICATION - (3 YEARS).

UNIVERSIDAD COMPLUTENSE DE MADRID – [1992 – 1995]
CC BIOLÓGICAS (1º Y 2º COURSE).

SKILLS | Autodesk Maya
Substance Painter
Arnold render
UVLayout
Photoshop
Zbrush
Mudbox
Maxwell render
VRay
Adobe Premiere
InDesign
After Effects