



# 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-current)  
*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	
Zbrush	
Maya	
Photoshop	
Unity	




## Work experience

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

## Languages

Spanish:	<b>Native</b>
English:	<b>C1/Advanced</b>

## 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](http://fernandotejada.com)