

DAVE ARREDONDO

CONCEPT ARTIST / CHARACTER & CREATURE DESIGNER

Portfolio: <https://davearredondo.com>

email: hello@davearredondo.com

SUMMARY:

Organized, deadline-oriented Concept Artist with a passion in visual development and storytelling through art.

SKILLS:

- Strong drawing and painting skills with a sense of appeal, storytelling, composition and color.
- Ability to conceive realistic and stylized Characters & Creatures.
- Effectively skilled in 3D: modeling, texturing & look development.
- Highly organized, collaborative, and self-motivated.
- Proficiency in Photoshop, Maya, Zbrush, 3Ds Max, Mari, Substance Painter and After Effects.

EXPERIENCE:

Concept Artist / Matte Painter

Exodo Animation Studios – Commercials & Short films
2016 – 2018

Concept Artist / Generalist

ICE VFX – Commercials, Short films, and Theme Parks
2016 – 2017

Concept Artist

Anima Estudios – Feature Films & TV Animation
2012 - 2016

Freelance Production Designer / Generalist

Charger Mx – Commercials and Broadcast Campaigns
2014 – 2015

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

VOLUNTEER EXPERIENCE:

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

ACCOMPLISHMENTS:

- 3D Total Excellence Award – May 2018
- InPrint Magazine #10, Interview and Showcase