

# MATEO COSTA

## 3D ARTIST

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### Profile

3D Artist based in Madrid (Spain) working in both high and low-resolution pipelines.

### Experience

#### **Drakhar Studio**

*3D Artist | October 2018 - Present*

Working on an unannounced project.

#### **Freelance Artist**

*3D Artist | October 2017 – September 2018*

Worked as a freelancer doing commissions on a variety of projects.

#### **Institut Cartogràfic i Geològic de Catalunya**

*3D Intern | April 2017 - October 2017*

Created a workflow for the detection and correction of artefacts in 3D photogrammetry scanned cities. Detected and corrected some projects and made tutorials of the process for the new incomers.

#### **Strange Minds**

*Cofounder and Postproduction responsible | June 2012 - May 2015*

While studying at film school I created an audio-visual studio with a partner. We made videos and photo sessions for companies and universities. I oversaw the postproduction pipeline and worked as video and sound designer/editor, photographer and camera operator.

### Education

#### **Master's Degree | Animation, Digital Art and Videogames**

*Polytechnic University of Catalonia | 2016 - 2017 | Graduated with high honours.*

#### **Bachelor's Degree | Video Editing and Postproduction**

*Bande a Part Barcelona Film School | 2011 - 2014*

### Software proficiency

Zbrush, Maya, Substance Painter, Marmoset Toolbag, Photoshop, 3ds Max, Unity.

I also have knowledge in video and audio editing software such as Premiere, After Effects, Ableton Live...

### Languages

Spanish – Native.

Catalan – Native.

English – Intermediate.