

DAVE ARREDONDO

Concept Designer / CG Generalist

Portfolio: <https://davearredondo.com>

email: hello@davearredondo.com

Phone: +1 (929) 247-6686

SUMMARY:

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

PROFESSIONAL SKILLS:

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

EXPERIENCE:

Concept Designer / CG Generalist

Independent Contractor (2018 –Present) New York City, U.S.A

- Currently working on creating high-end graphics, CG Characters, and Creatures for VFX and Video Game Companies.
- Collaborating with team members overseas to ensure direction and consistency in productions.
- Working with different brands and agencies like; TBWA, BBVA, and Discovery Channel to develop CG campaigns and commercials.

Concept Artist

Exodo Animation Studios (2017-2018) Jalisco, Mexico

- I designed a wide range of IP's and performed as a Concept Artist for TV Animation, Commercials & Short films.
- Helped the art department with several matte paintings and created meaningful storytelling through art.

Concept Designer / CG Generalist

ICE VFX (2016-2017) Mexico City, Mexico

- Worked on creating several Concepts to use both in Pitches, and Production for Advertisement.
- Developed High-end Graphics for VFX Commercials, Theme Parks and Short Films,

Concept Artist - Anima Estudios (2012-2016) Mexico City, Mexico

- 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

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