

MATEO COSTA

3D MODELER & TEXTURE ARTIST

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Profile

3D Artist based in Santa Cruz de Tenerife (Spain) working in both high and low-resolution pipelines specialized in the development of characters and props for the video games industry.

Experience

Drakhar Studio

3D Artist | October 2018 - Present

In charge of developing all kind of 3D Assets (Characters, Props, Environments...) for all platforms.

Released video games:

- Paw Patrol. Mighty Pups Save Adventure Bay | 2020 | Switch, PS4, Xbox One, PC
- Los Rodríguez y el Más Allá | 2019 | Android, iOS

Freelance Artist

3D Artist | October 2017 - September 2018

Worked as a freelancer doing commissions.

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, Photoshop, Marmoset Toolbag, Unity.

I also have knowledge in video and audio editing pipelines and software.

Languages

Spanish – Native

Catalan – Native

English – Intermediate