

MIGUEL ANGEL CURTO

EXPERIENCE

Smash FX | FX TD

- R&D - Dynamic FX (smoke, sand, clouds, snow, particles, rain)
- Málaga CF Kit17/18 - 2017
- Total Quartz - 2017

Trizz | FX TD, 3D Generalist

- R&D - Dynamic FX (liquids, procedural breaks, particles, nCloth).
- Modelling, Texturing, Animation.
- Sensodyne: Lollipop, Ice Water and Coffee. - 2017
- Spring Thunder - 2015
- RedBull Summer Edition - 2015
- Creative Closets - 2015

Metropolitana | 3D Generalist

- Modeling, Texturing, Lighting, Rendering.
- Evax - 2016
- Epaplus - 2016

Humantiks | 3D Game Generalist

- Modeling, Texturing, Animation, Unity5 implementation.
- R&D inhouse VR Serious Games projects.

Post23 | Junior 3D Generalist

- Modeling, Texturing.
- Actimel Darkness - 2015
- Primavera Sound VR Experience - 2015

EDUCATION

- 2015 - Advanced 3D for VFX TD. Autodesk Certificate.
Escape Studios - London, United Kingdom.
- 2014 - Model and digital sculpting.
Digital Rebel Art School - Barcelona, Spain.
- 2013 - Degree in Audiovisual and Multimedia Communication.
ERAM COLLEGE, Universitat de Girona - Girona, Spain.
- 2012 - Interactive Design ERASMUS.
University of Lincoln - Lincoln, United Kingdom.
- 2012 - Arduino Workshop.
University of Lincoln - Lincoln, United Kingdom.
- 2011 - Graphic Design Workshop.
École intuit-lab - Aix-en-Provence, France.

PERSONAL

Conversational and literary knowledge of English, Spanish and Catalan languages.
Passion for videogames, technology, interactivity, 3D, cinema, art and photography.



CONTACT

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SKILLS

FX TD
3D Generalist
VFX
Videogames

PROFICIENT IN



Houdini



Maya



Nuke



Adobe Suite

PORTFOLIO

www.macj.es