

JOSE GONZÁLEZ RODRÍGUEZ

3D CHARACTER ARTIST

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ABOUT ME

Passionate about 3D. I consider myself an active and curious person . Always looking for ways to improve my skills. Everytime I start a new project I like this to be challenging because it is the best way to prove yourself your knowledge.

EXPERIENCE

- **Coatsink** (Newcastle upon Tyne, UK) Apr 2019 - Present
Character Artist
Main Character Artist in **Transformers Battlegrounds** (Switch, PS4, XBO and PC)
3D Artist in **Jurassic World Aftermath** (Oculus)
- **Hugo Boss** (Metzingen, Germany) Feb 2019 - March 2019
3D Artist
Designed 3D clothes using Marvelous Designer
- **Freelance** Character Artist Dec 2016 - Jan 2019
Worked with clients from UK, Japan and Spain
- **Forgotten Fantasies** (Málaga, Spain) Nov 2015 - Nov 2016
3D Artist
Worked on national TV commercials, MUPAM Museum videos and company videos

EDUCATION

- **CGMA Sculpting Anatomy: from Animal to Creature**
Oct - Dec 2018
- **Mold3D Character creation for games with J Hill**
Oct - Dec 2017
- **Digital Figure Sculpture with Scott Eaton**
Jun - Sept 2017
- **Advertising and PR at University of Málaga**
2010 - 2015
Exchange programs in Belgium (2013) and South Korea (2014)

MY SKILLS

Zbrush	
3ds Max	
Maya	
Substance Painter	
Substance Designer	
Marvelous Designer	
Unity	
Marmoset Toolbag	
Photoshop	
Blender	

LANGUAGES

Spanish Mother tongue
English Advanced level
Korean Basic level

INTERESTS

Comics Games Travel Photo