

GUSTAVO CABRERA

Online Portfolio: <https://www.artstation.com/gustavocabrera>

Education

SAE Institute Berlin 09/2017-11/2018

Bachelor of Arts in 3D Art
& Animation

GLS 08/2015-08/2016

German Language

Software

- 3Ds Max
- Subs.Painter
- Subs.Designer
- Marmoset
- Unreal Engine
- After Effects
- InDesign
- Illustrator

Skills

- 3DModeliing
- Texturing
- Rendering
- Video Editing
- Logo creation
- Document Layouts
- Time Management
- Project Management

Languages

- Spanish - Native
- English - Fluent
- German - Advanced

Projects & Experience

Game Creation 12/2018-03/2019

- FPS in UE4.
- Designed assets and textures.
- AI.

Real Time Rendering 06/2018-08/2018

- Created Environment.
- PBR materials.
- Showcased in events and lessons.

Video Animations 03/2018-06/2018

- Created a 3D environment.
- Rigged & animated assets.
- Rendered & edited animation.

VFX & Particles 01/2020

- Develop different animations.
- Phoenix FD & Tyflow.
- V-Ray Next.

Material Library 06/2018

- PBR Material Library.
- Substance Designer.

Avertisement Video 04/2020-05/2020

- Worked as a freelancer.
- 2D animated video for a travel agency.

Social Media Manager Present

- Plan new content and social strategy.
- 700+ Followers and potential customers.
- 2D layouts in Canva and Indesign.