



Personal Data

Name: Paulo Santiago Cardozo

Nacionality: Argentina

Date of birth: 10 / 09 / 1983

Place of birth: Córdoba

Civil Status: Single

Place of residence: Buenos Aires - Argentina

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Languages: Spanish (Native) - English
Certificate (PET - University of Cambridge)

Resume

I have been fortunate to be part of excellent working groups for more than ten years of experience working in advertising and film.

I consider each Work as an opportunity to do my best to improve my technical and artistic skills, but at the same time enjoy teamwork.

Skills: Character modelling, props and environment modelling - 3d sculpting - Texturing - UV Mapping - 3D Animation - Lighting and Render - VFX - Compositing - Rigging - Match-moving - Rotoscoping - wire removal y post-Producción - basic programming knowledge C++

Experience

Softwares:

3Dmax - Maya - Cinema 4D - V-Ray - Arnold - Mentalray - RayFire - FumeFX - PFlow - Krakatoa - Frost - Real Flow - ZBrush - Blender - Photoshop - After Effect - Nuke - SynthEyes - PFTrack - Marvelous Designer - Unity - Epic Games Unreal.

Work: *Concepción Arenal - AR/VR*

Client: *Novaworks*

low poly modelling of building (interior / exterior)
for Aumented reality and virtual reality

Work: *Linda Brown*

Client: *The Other Guys*

Complete realization a couple motion comics for
interactive story Linda Brown.
My jobs was 3d modelling, shading, illumination,
render, animation, composition.

Work: *iCare VR Experience - Roche*

Client: *Eagle eyes and penguin*

low polygon modelling of four environment for virtual
reality app for the firm Roche.

Work: *Dosivac*

Client: *Novaworks*

low poly modelling and retopo of water pump for
Augmented reality.
Shading and texturing in Unity.

Work: *Hannover Festival - AR*

Client: *Possible*

low polygon modelling of mechanical piece for knee
bone for Augmented reality, where client then
exhibited on Hannover Festival Germany.
I did animation and shading for the piece and bone
assets in Unity then export as prefa to be used at the
app.

Work: *Linda Brown*

Client: *The Other Guys*

Complete realization of several motion comics for
interactive story Linda Brown.
My jobs was 3d modelling, shading, illumination,
render, animation, composition.

2016

Work: Tigo Fiberlight - Video mapping on Alas Tower
Bolivia

Client: ShangoTV

(Motion graphic - 3d modelling - Cloth Simulation
Shading - UV mapping - Render)

Work: Peugeot Dakar - Graphic Advertisement

Client: Steady in Lab

(Texture - Shading - UV mapping - Render -
Compositing)

Work: McLaren F1 - 3d modelling for Video mapping

Client: Steady in Lab

(McLaren F1- 3d modelling)

2015

Work: River Plate - Samurai

Client: Steady in Lab

(Modelling of katana yand props - Cloth Simulation
(Marvelous Designer)- Shading - Illumination - Render)

Work: Peugeot - Salón del automóvil

Client: Steady in Lab

(Modelling - Rigg - Animation - Shading - Illumination
- Render - Compositing)

Work: Space - Oriente Extremo

Client: Steady in Lab / Turner

(Modelling - Rigg - Animation - Shading - Illumination
- Render)

Work: Catchow

Client: Steady in Lab

(Modelling - Rigg - Animation - Shading - Illumination
- Render - Compositing)

2014

Work: Elite Dangerous

Client: MoshVFX / GizmoTV

(Rig para efecto laser - shader y Render de misiles)

Work: Dr. Drinks

Client: MoshVFX

(Animation - Shader- Illumination - Render - Pre-
Compositing de todas las tomas)

Work: Bolivar

Client: MoshVFX / Malditomaus

(Realización general: Modelling, Texturas, Animation, Render, VFX, Compositing)

Work: Ades

Client: MoshVFX

(Packshot: Modelling - shader - Animation de cámara y gotas - Iluminación y Render)

Work: YPF Infinia

Client: Cronos SRL

(Modelling - Texturing - Animation - Iluminación - FumeFX - Krakatoa - PFlow - Render - Pre-Compositing)

Work: Tortuguita Arcor

Client: MoshVFX / Bitt Animation

(pack - 3d Modelling (cereal core) - shader - Iluminación - Render)

Work: Aguila Roja

Client: IKI Studio

(Texturas, hair and shader character - Iluminación, Render and Compositing)

Work: Avienida.com

Client: Ratio VFX

(Flying products: Animation - Iluminación HDR - Render)

Work: "Ades" TV commercial

Client: Mosh VFX / Bitt animation

- Modelling, texturing, shading, Iluminación and Render de pack shot

Work: "El duende Rojo" Pilot Animated TV Serie

Client: Ideas Fijas / INCAA

- 3d Animation

2013

Work: "Solan & Ludwig" Feature Film

Client: Mosh VFX / Malditomaus

- Wire removal
- Chroma Key
- Rotoscoping
- Tracking
- Rigs removal

Work: "Chowman" ShortFilm (Pinamar 2013 festival)

- Chroma Key
- Tracking
- 3D modelling and textures

Work: "Coors Light" Spot Publicitario

Client: Mosh VFX / Pickle

- ice Shading
- Illumination and Render

Work: "Noraver" TV Commercial

Client: Mosh VFX / Metro Studio

2012

- X Rays effect
- Modelling, texturing, Animation and pack Render

Work: "Vita C" TV Commercial

Client: Mosh VFX / Metro Studio

- Modelling, texturing, and Animation
- Modelling, texturing, Animation and Render

Work: "Space 2099" Pilot TV Serie

Client: NN studio

- Modelling
- Texturing
- Animation
- Illumination and Render

Work: "Toto Paclín" TV Commercial
Client: Ideas Fijas / Pinturerías Paclín

- Character Animation

Work: "Aula 365" - TV Serie - Speedy (4:30 min.)
Client: Ideas Fijas / Competir

2011

- Character Animation

Work: "Leroy" - Short Film
Client: Ideas fijas

2010

- Character Modelling
- Animation

Work: "Am y Te" - Animated web series
Client: Ideas Fijas / ULP

- Character Modelling
- Character Animation

Work: "Familia Solidaria" - four TV Spots
Cliente: Ideas Fijas / Ministerio de inclusión y desarrollo humano

2009

- Character Modelling
- Character Animation

Work: "Ciclistas" - TV Commercial
Client: Ideas Fijas / San Luís government - Argentina

- Props Setup
- Animation

Work: "AnCiedades" - Short Film (22 min.)
Client: Ideas Fijas

2008

- Environment and props modelling
- Skinning
- Animation
- Illumination

Work: "Naranjin" - Animated TV commercial (2 min.)
Client: Ideas Fijas

- Animation

High school:

N° 9 Domingo Faustino Sarmiento.

high school degree: Técnico en comunicación
Multimedial

Promedio general: 9,36

Prizes

- TV Commercial "Naranjín" special prize at FePI Mendoza 2010
- Animated shortfilm "Leroy" special prize at Maipú festival 2010
- TV Commercial "Familia solidaria" special prize at FePI Mendoza 2010
- Shortfilm "AnCiedades" UNCIPAR 2009 (Villa Gesell) special prize best Animation.
- Shortfilm "AnCiedades" bronze medal at UNICA 2009 - Polonia
- Shortfilm "AnCiedades" Escobar de película 2009 best animated shortfilm and best animation
- TV Commercial "Familia solidaria" best TV commercial at Fia 2009
- TV Commercial "Naranjín" Fia 2007 special prize TV commercial

Acknowledgments diplomas and certificates

Dictation of the Basic Animation 3D course for the ULP from April to June 2008

Dictation of Animation 3D advanced course for ULP year 2009

Certificate of attendance to the workshop Animation free dictated by Martin Eschoyez in the frame of the Festival anima 2009 - Córdoba

Certificate of attendance at the stop-motion technique workshop given by Barry Purves in the framework of Festival anima 2009 - Córdoba

Diploma for participation in the workshop "Dramaturgy for Animation: Treatment of the trio of character, concept of personality and character" dictated by Alain Sace of Brussels, Belgium, in the framework of the International Animation Festival of Chile.

Interview with 25 young people from the country for the supplement S! Of the newspaper Clarín for 25 years link:

<http://edant.si.clarin.com/2010/05/28/home/02200755>