



## ABOUT ME

Hi! I am Andrés, I am a visual artist and game developer. I have a Bachelor in Fine Arts (University of Seville), and a Master in Visual Game and Media Design (Royal Danish Academy, Copenhagen). For the last 6 years I have been working with games as an artist, developer, and educator. I funded gamedev studio Goblin Rage (creators of BORE DOME), and I love this medium for how it merges literally everything you can throw at it. I am a passionate learner, an avid problem-solver, and a great communicator. If left alone, I will most probably end up going on research rabbit holes, downloading repositories around tech I have no idea of and ending up with an entire new workflow idea to test out "once I have time"

## INFORMATION

Andrés Cabrero Rodríguez-Estecha

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Artstation Page



Online Portfolio

## EXPERIENCE

2018 - (Today)	Generalist Artist (3D, animation, technical art, concept) at Goblin Rage as well as freelancing
10/2019 - (Today)	Instructor of Blender, Game Engines (Unity, Unreal, Godot), Motion Capture, VR, and Visual Design for games at Det Kongelige Akademi (Copenhagen)
03/2018 - (Today)	Freelance Illustrator (Gerda: A flame in winter - Porta Play 2022, The Tinderbox - Aviando Aps 2019)
14/12/20-31/12/20	3D artist and technical art for "The Game of Video Game Objects" for Jesper Juul
10/2017 - 01/2018	Animator and CG Artist for VR project at TimeStory Aps

## PROJECTS

12/2019 - 05/2022	PC game "BORE DOME" "Digital Moment" Award winner at A-MAZE 2022, Berlin. Role: Lead Artist (3D), Technical Art, Prototyping.
10/18 - 01/19	Android/IOS game "Traces" (DADIU). Role: Art Direction, Technical Art.

## EDUCATION

9/2017-6/2019	Master Programme "Visual Game and Media Design" - KADK, Copenhagen
9/2013-7/2017	Bachelor of Fine Arts - University of Seville

## TOOLS

**Unity** (from implementation to building)  
**Blender** (3D, Animation)  
**Concepting** (2D)  
**Adobe Suite**  
**Shadergraph, VFX graph**  
**C # programming** (basic, prototyping)

**PCG** (Basic Houdini, Geo nodes in Blender)  
**Visual Programming** (fast prototyping)  
**Commercial** (marketing visuals)  
**Collaboration & Version Control** (Git, Plastic)  
**Sound Design** (trashy beats in Ableton)