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CARLOS GONZALEZ DE COSIO ALVAREZ

[VFX ARTIST]

SKILLS

■ COMPOSITING & VIDEO

- Node-Based Compositing
- 3D Camera Tracking
- Chroma Keying
- Color Correction
- Audio Mixing and Syncing

■ 3D & LOOK DEVELOPMENT

- 3D Modeling
- Procedural Modeling
- Procedural Texturing
- Lighting and Rendering
- 3D Set Layout
- Photogrammetry

■ ART PROCESS

- Storyboarding
- Character Design
- Graphic Design
- Dynamic Perspective

SOFTWARE

■ COMPOSITING

- Nuke
- After Effects

■ 3D & FX

- Blender
- Maya
- Arnold
- Houdini

■ REAL-TIME

- Unreal Engine
- Unity

■ EDITING & COLOR

- DaVinci Resolve
- Premiere Pro

■ DESIGN

- Photoshop
- Illustrator

■ CODING

- Python
- C#

■ OPERATING SYSTEMS

- Linux, macOS, Windows

LANGUAGES

■ ENGLISH - FLUENT

■ SPANISH - FLUENT

EXPERIENCE

VFX ARTIST

Savannah, GA | 2022 - Present

- Completed 20+ visual effects projects covering compositing, keying, 3D tracking, CG integration into live action, procedural modeling and look development.
- Built blueprint-based, conceptual and procedural models in Blender, Maya and Houdini, with fully procedural texturing.
- Created virtual production assets and shot-matched scenes in Unreal Engine for LED volume work.

VIDEO PRODUCER / EDITOR

Yturria Insurance | Monterrey, Mexico | 2024 - Present

- Produce and edit ad campaigns for the largest insurance broker in northeastern Mexico.

VIDEO EDITOR

Savannah, GA and New York | 2021 - Present

- Edit student short films and YouTube content, handling color correction, audio mixing and syncing, transcoding and file management.

FILM DIRECTOR

Savannah, GA | Fall 2024

- Directed and produced a student film, leading a team of 5.

SELECTED WORK - www.carlos.ink

- **Gizmo Galore** (senior capstone) - 90+ shots of heavy green screen compositing.
- **Tardis Sighting** - CG element tracked and integrated into live-action footage using Blender.
- **Actor Replacement** - replaced a character in a feature film shot with a new actor in After Effects.
- **Track Project 01** - 3D camera track with added background elements integrated into the plate.
- **F4U Corsair** - fully modeled aircraft built from blueprints in Maya.
- **Procedural Shaders** - scene textured entirely with procedural shaders in Houdini.

EDUCATION

BACHELOR OF FINE ARTS - VISUAL EFFECTS

SCAD | Savannah, GA | 2022 - 2026

- Trained in Nuke, Houdini, Maya, Unreal Engine and LED volume production.

GAME DESIGN

School of Interactive Arts | New York | 2018 - 2022

- NYU-aligned program; game design in Unity with C# scripting.

PRE-COLLEGE MAJOR - ANIMATION

New York | 2019 - 2022

- Principles and processes of animation.