Mario Casallas

3D artist specialized in character design, modeling, sculpting, texturing, rigging, animation. Digital illustration. Blender enthusiast.

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EXPERIENCE

Freelance Blender 3D Artist.

July 2018 - PRESENT

Back in 2018 I took a leap of faith to follow my passion: 3D Animation and Character creation on Blender. From that time on I have done several courses on Blender Academy that have allowed me to gather and strengthen my knowledge on character design, modeling, sculpting, texturing, rigging and animation. I have worked on both personal projects and freelance collaborations that you can check on my portfolio links.

Short films talk coordinator - Web designer. *BOGOTA ACM SIGGRAPH.*

July 2017 - PRESENT

Coordination of short films speakers for Bogotá ACM SIGGRAPH.

Web designer for Bogotá ACM SIGGRAPH.

Blender 3D artist.

Freelance UX Designer. Bogotá, Colombia.

November 2016 - June 2017

Web designer for raddar.com and globizcostudios.com.

Research, character design, storyboard artist and 2D animator.

Mockup designer for online apps.

Brand development for Life-Equilibrium.

Use of Blender 3D, GIMP, Inkscape, Krita, Audacity and LMMs.

Usability consultant - UX Department. *Imaginamos. Bogotá - Colombia.*

April 2016 - September 2016

Consultant, researcher and designer for digital products.

Front End Developer - UI Department. *Zemoga. Bogotá - Colombia.*

April 2015 - October 2015

Frontend web development, mark-up, styling, user interface

SKILLS

Blender 3D artist

Character design

Character modeling

Character sculpting and texturing

Character rigging

Character animation

Digital illustration

PORTFOLIO

Site:
https://www.mario-casallas-3d-artist.com/

Artstation:
https://www.artstation.com/mario_casallas

Blog:
http://mario-casallas-3d-artist.blogspot.com/

LANGUAGES

Spanish: Native.

English: Full professional.

French: Limited working.

functionalities.

Agile methodology, use of JS libraries.

Use of HTML5, CSS3, JS, ES6 and libraries such as jQuery, ReactJS.

Analyst integrator. *Publicar Publicidad Multimedia. Bogotá – Colombia.*

February 2014 - April 2015

Analysis of user's needs and business logic.

Conception of user flow cases (preliminary interface mockups, Visual

identity designs).

Integration (implementation) of designs into web based interfaces.

Communicating and expressing ideas both to the users, the development

team and to the client.

Use of HTML, CSS, jQuery. Visual Studio 2013.

Note: Previous work experience available in my linkedin profile:
linkedin.com/in/mariocasallas/

EDUCATION

2012 STM (East London University), London UK.
MSc in Information Technology

2009 Central Saint Martins College of Art and Design, London, UK
Course in Character Design for Animation.

2009 Belgravia College, London UK
Diploma in Programming Basics.

2008 Pearson College, London, UK
Diploma in Web Design.

2003 Unitec Bogotá, Colombia
Graphic designer.