

# Irene Arnáiz López – CG Artist

## About me

Name	Irene Arnáiz López
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Portfolio	www.kendal316.com

## Skill / Software

3D Modeling	MAYA , Blender , 3DS Max , Zbrush
FX	Houdini FX , Embergen
3D Texturing	Substance Painter , Substance Designer , Mari
Compositing	Nuke , After Effects , Fusion
Motion Tracking	Mocha , PFTrack
2D	Photoshop

## Experience

04/2024 - present	<b>MEGA STUDIO / Madrid / Spain</b> 3D Generalist and animator <i>3D Animator for videogames cinematics and video marketing.</i>
11/2022 - 04/2024	<b>XREALITY STUDIOS / Madrid / Spain</b> CG Artist <i>CG Artist on several movies and TV series production in Netflix and Amazon.</i>
07/2021 - 11/2022	<b>MEGA STUDIO / Madrid / Spain</b> 3D Generalist and animator <i>3D Animator for videogames cinematics and video marketing.</i>
03/2020 - 07/2021	<b>MBC SERVICIOS AUDIOVISUALES / Lugo / Spain</b> CG Artist and compositor <i>Worked and a vfx artist and compositor for the national TV show "Desmontando Galicia" and "Desmontando Madrid" aswell as some pilots for new IP's.</i>
02/2019 - 07/2019	<b>FLYING BEAST LABS , Madrid, Spain</b> 3D Modeler <i>Character 3D modeler for videogames.</i>
01/2018 - 03/2018	<b>_MOVEDESIGN , Madrid, Spain</b> Freelance 3D Generalist <i>As a freelance artist, I had several orders for this client for 3D mappings on events.</i>
01/2017 - 04/2017	<b>12 PINGÜINOS , Madrid, Spain</b> Line assistance and post-production <i>As an intern, I had the oportunity to work on some of the shot for the short "Cazatalentos" (2D animation) and edit some of the shots.</i>
01/2016 - 03/2016	<b>GAMMERA NEST, Madrid, Spain</b> Environment artist <i>I was a 2D/3D artist in the development of the ps4 videogame Nubla.</i>

## Teaching Experience

La Tecnocreativa-2024	Introduction and VFX in Blender
UNIR La Rioja-2022	Master degree in 3D
CES-2021	Animation

## Languages

English / Spanish

## Education

2025	<b>Houdini FX Course , CocoSchool , Madrid</b>
2021 - 2022	<b>Unreal Engine Bluepring Programing , Butiq the new school , Madrid</b>
2019	<b>Master Course in VFX, The Animation Workshop, Denmark</b>
2018	<b>Maya, Substance Painter and Zbrush course, Voxel School, Madrid</b>
2013 - 2018	<b>Double Degree in Videogame desing and Animation , UDIT , Madrid</b>