

ALBERT CALLEJO AMAT

WORK EXPERIENCE

2024-2025 Extense collaboration with [Burzon Comenge Studio](#) as 3D Digital content creator, animator and Technical artist.



2022-2023 Character animator and Technical Artist at Eyesberg Studio, Modeling, rigging and animating 3D characters and motion graphics in coreography.



2016 to 2021: Technical Artist in [SlideMedia Mapping](#) , creating VFX , 3D animations for Mapping shows and other audiovisual productions as interactive scenes and VR environments.

2018 to present. Owner: www.electricavisuals.com Personal company aimed to create videogames and interactive audiovisual installations. Last Project: [Tionet! Videogame](#)



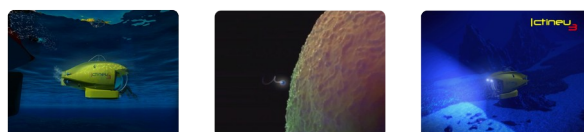
2014-2016 Lead 3D Artist in [Ivanovich Games](#), creating games like [Perfect Angle VR](#), Perfect Angle , Breaking Farm, Minidrivers, Minibikers



2006 to 2016, **Urano Films SL**, 3D technical Artist, Highlight: Specialty in [Architectural Mapping shows](#) creating astonishing VFX and 3D coreographic animation



1994 to present, **Dima-VJ**, Freelance as 3D Generalist and VFX. in: www.dima-vj.com/3dwork
Lot of distinct challenges along years of work



DEMOS:

3D Character / Creature Animator: <https://www.artstation.com/albertcallejo>

SKILLS AND COMPETENCES

Character Animation in Blender and other 3D apps

3D Modeling, UV, Texturing , Illumination, rendering and VFX in Blender and other 3D apps

Procedural modeling , and Digital Asset Creation in Houdini.

Skinning, Rigging, and Animation in Blender

Using Unity 3D and Unreal engines to create digital contents, videogames etc.

Coding in C# (Unity3D) and version control management.

Basic compositing and VFX in After Effects and Video editing

EDUCATION AND TRAINING

2024 Virtual Production in Unreal Engine, CIFO Hospitalet, Barcelona

2022 3D Character animation CIFO Hospitalet, Barcelona

2017-2022 Houdini and Blender Self training

2012-2013 Master on Creation of Videogames. UPC. Barcelona. (A qualification)

2007 Programming in Microsoft.NET and Java applications. BIT Academy. Barcelona

1998 -1999 Scholarship audiovisual creation Institut Universitari de l'Audiovisual (UPF Barcelona)

2006 Electronic Music Producer. International Academy S.A.E.

LANGUAGES

CATALAN and SPANISH mother tongue

FRENCH Proficient level

ENGLISH Advanced level

Other Skills and hobbies

Research in Real-time audiovisual experiments, interactive, architectural mapping, installations, robotics, led light setups and sync

PERSONAL INFORMATION

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Web sites: www.dima-vj.com (3Dworks) , www.electricavisuals.com , www.3datagraph.com