

ALBERT CALLEJO AMAT

PERSONAL INFORMATION

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Address: Pg. Arnau 11, 08230 Matadepera, Spain.

Birth: 04/12/1968

DNI: 46131539W

Personal Site: www.dima-vj.com (3Dworks)

WORK EXPERIENCE

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

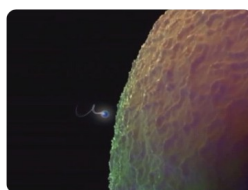
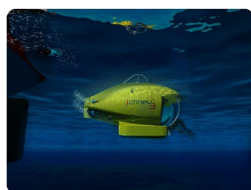


2012 to 2103, Project Leader, Game Designer and 3D Artist in [Lococytes!](#) Videogame
Modelling of a Tubular hexagonal mesh infinite tiling world, Sprite Seets, FX, Characters and
animations, Audio Design, Unity 3D

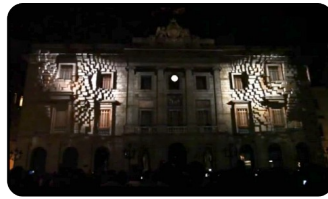


1994 to 2013, **Dima-VJ**, Freelance as 3D Generalist. in: www.dima-vj.com/3dwork

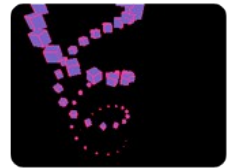
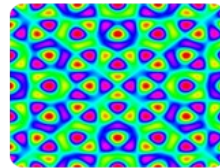
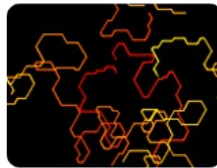
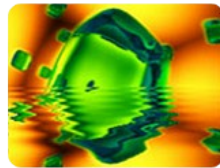
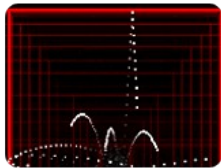
Lot of distinct challenges along years of work



2006 to 2013, **Urano Films SL**, 3D Generalist, Technical Highlight: Specialty in [Architectural Mapping shows](#)
Modelling from pointclouds in detail. Fragmentation and coreographic animations. Waves of moves, and to-music synchronisation, Illumination, FX, and postproduction.



2007 to 2011, Workshops at [Telenoika A.C.](#) **Teaching Programming of Computer Graphics.** with [Processing.](#)
Students come with none knowledge about programming and they create generative and interactive graphic sketches!!



2004 to 2005, University Academy ESERP-ESDAI. **Teaching 3DStudioMax**
Basic 3DStudioMax course.

1999 to 2003, **Cromosoma producciones S.L.** Cartoon Production (Les tres Bessones, Juanito Jones, Miniman and Tom), 3D Technician.
Modelling, texturing, Lighting, Rendering and Matching 2D with 3D.



SKILLS AND COMPETENCES

Modeling, UV, Texturing Illumination in 3DSMax, Maya, Blender and Photoshop.

Animation and Rigging 3DSMax and Maya.

Level editing in Unity 3D.

Basic developer and Interactive Computer Graphics: [Processing](#)

Modeling Hi-Low-Poly, Normal & light mapping, etc. with Mudbox and others.

Real Flow, Fluid Calculation and integration into 3D scenes.

Lighting with V-ray and Mental Ray.

Postproduction compositing and editing, Fusion, Adobe After-FX, Adobe Premiere.

Point Cloud Based Modeling

EDUCATION AND TRAINING

2012-2013 Master on Creation of Videogames. UPC. Barcelona.

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

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

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

From 1996 to 1997 AutoCAD. CIEF (Integral Consulting In Formació), Barcelona

LANGUAGES

CATALAN and SPANISH mother tongue

ENGLISH Advanced level

FRENCH Advanced level

Other knowledges and Skills

Electronic sound synthesis.

Midi Sequencing and digital Audio composition and mixing

Real-time audiovisual experiments.

Creative work as VJ.

Audiovisual installations.

UX design

Public presentations:

Project presentation: [Chladni-Digital](#)

Concert-Presentation: [Lissajous Curves and Sound Synthesis](#)

