# CRISTIAN CÁRDENAS GIRAL. GENERAL CV. 2018.
**CG ANIMATOR / CG LAYOUT ARTIST / DESIGNER / MUSIC PRODUCER / DIGITAL ARTIST / VISUALIST**

FULL NAME: Cristian Emilio Cárdenas Giral
DATE OF BIRTH: 21/07/1983
AGE: 34 years
NATIONALITY: Mexican
RESIDENCE: Mexico City, Mexico.

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LANGUAGES: Spanish and English.

## PROFILE:
  Cristian Cárdenas has worked for more than a decade as a digital artist, unfolding in visual, sonorous and interactive disciplines with a main interest in the narrative, experimentation and interdisciplinarity.
  As an artist he has worked and  had presented his work at major festivals, studios and exhibitions in Mexico and around the world in places like Tokyo, Yokohama, Chicago, New Delhi, Mumbai, Barcelona, Croatia, Paris and Australia.
  As a professional he has promoted and participated in major pioneering projects in his country, on the field of animation, music and digital media.

## SKILLS AND GENERAL ABILITIES:
10+ years of experience working as a freelance, full-time and independently:

- 3D animation (Generalist specialized in Character Animation and Layout)
- Graphic Design and Illustration (characters, web, print, editorial, concept art)
- Animation and Design of "Motion Graphics"
- Digital Cinematography (Layout, Previz, Visual Narrative)
- Video Mapping
- Multimedia, Generative and transmedia Art
- Content development (Conceptualization and Scriptwriting)
- Music (music production, audiovisual Performance, Sound Design, Post-Production)
- Video games (Game Design, Level Design, Pixel Art, Animation, Art, QA Testing)
- Creative and Technical Direction
- Photography and Videography (Footage, edition and post-processing)
- Production, development and implementation of "pipeline" or "workflow" (For animation, games and media installations).
- Cultural management and Promotion
- Technical Production
- Visuals and Stage Design for music concerts and corporative events

## KEY TECHNICAL SKILLS:

- CG Layout (Digital Cinematography and Previz)
- CG Character animation
- Motion Graphics
- Polygonal Modeling (Characters, Environments, Props)
- Game Design / Level Design
- Pixel Art (Sprites / Animation)
- Scripting (C#, Python, Processing, Java)
- Sound Design / Music Production
- Video Edit (Premiere / Final Cut)
- Design and development of interactive installations
- Video Mapping
- Visual Programming (Touch Designer)
- Style Board (Visual Development)
- Concept Art
- Design of characters, environment and props.
- Stage Design
- Web Design / UI/UX
- VJing / Visuals
- Art Installation / Activation Concept Development
- Creative Direction

**MEDIUM KNOWLEDGE IN:**

- Character Setup (Rigging)
- Lighting and Rendering
- Surfacing (Zbrush)
- 2D Animation
- Simulation
- Compositing
- UVs, Textures

- Storyboard
- Screenwriting
- Digital Painting
- Virtual reality / Augmented Reality
- Stereoscopy
- Blogging / Social Media
- Photography / Videography

**PROGRAMS:**

**CG:** Touch Designer, Autodesk Maya, zBrush, Adobe Photoshop, Illustrator, After Effects, Premiere, Flash, TV Paint, Blender, Resolume, Modul8, MadMapper, Headus UVLayout, Substance Painter, Unity, Wordpress.

**Audio:** Ableton Live, Native Instruments Traktor, Massive, iZotope, Waves (Knowledge use on MIDI and Audio Hardware).

**STUDIES:**

Character Animation Master Class with Keith Lango. 2010.

Diploma in CG character animation. 1 year course. 2007-2008.
VANARTS (Vancouver Institute of Media Arts)
Vancouver, Canada.

CG Character Animation course. 2006.
Golem (affiliated to Vanarts Institute).
Mexico City, Mexico.

Introduction to Programming.
DGSCA, National Autonomous University of Mexico. 2006.
Mexico City, Mexico.

BA in Visual Communication
Autonomous Metropolitan University (UAM), Xochimilco Campus. 2001 (Incomplete).
Mexico City, Mexico.

Self-taught independent studies:
Digital Audio, Audiovisual Performances, Digital Video, Illustration, Motion Graphics, Programming, Screenwriting, Game Design, Management and Cultural Promotion, Digital Art.

## Outstanding Activities / Professional Experience:

### - Professional field (visual communication, Animation, Design and Advertising):

- 2017-2018. CG Layout Supervisor at Anima Studios. Supervising layout and digital cinematography for the feature film "Scary Show" at Prime Focus World Animation, Mumbai, India.
- 2017 - 2018. Development of "Alux" Intellectual property and Video Game.
- 2017 . Substitute teacher at CENTRO university for the "Sound Language" class.
- 2016-2017. Technical and Creative Direction, development and implementation of audiovisual show "Soul-Deep-Acid", presented at Dimensions Festival (Croatia), Red Bull Music Academy Weekender (Australia and Barcelona) and Fascinoma Festival (México)
- 2016. Consultant, Stage designer and head of visuals at "Fascinoma" Festival.
- 2016. Remote Character Animator at "Metacube" for the feature film "Dia de Muertos", México.
- 2015 - 2016. Consultant on technology implementation for interior design at Grupo ECO and Softel Hotel Brand, Mexico, DF.
- 2015. Technical and Creative Direction at "Noiselab Studio" Media Lab, México, DF
- 2014. Director of visual communication and production coordinator at "Black Market Mexico".
- 2014. Visual Communication at "Esphiral", Japan.
- 2014. Audio Visual Supervisor and General Advisor at music collective "Ensamble".
- 2013-2014. Layout Supervisor at "Poliedro VFX", overseeing digital animated feature filmmaking "Garra de Jaguar".
- 2011-2014. Co-founder, Technical and Creative Director of "Telekinetic Media Lab. Mainly developing video mapping projects on Mexico and Japan.
- 2010-2012. Layout artist, animator and modeler in the animation studio "Locoloco Films" working on the feature animated film "Ana and Bruno," directed by Carlos Carrera.
- 2008-2010. Director of the division "Noiselab motion" within the company "Noiselab".
Responsible for the image and concept of internet TV channel "noiselab.tv" the creation and management of the
Micro animated serie "Mounstrito Federal" and development of various media products.
- 2006. Development of Jingle advertising campaign for Alestra / AT & T in Mexico through "Lowe International" agency.
- 2005. TV identity designer for various television music channel programs at "Telehit" TV channel.
- 2004-2005. Multimedia Designer at the design bureau "Fabrica Interactiva", Mexico.
- 2004. Design of TV ID for various television programs at TV channel "TeVe UNAM."
- 2003. Collaborator at the collective, graphic design and post production studio XNOgrafikz.
- 2002-2003. Multimedia Designer in the collective, independent label and studio "Noiselab".
- 2002. Graphic designer for the independent label "Konfort Records".
- 2001. Motion Graphics Designer for URBE01 capsules within the "Contenido Neto" program for CNI (Channel 40).
- 2001. Multimedia Designer at production house "Xaos Media".
- 2001. Web designer and programmer of printed and digital electronic music magazine "Urbe 01".

### - Artistic Field (Music, Media Arts and Cultural Promotion):

- 2017. Presentation of the audiovisual performance "Flesh is Dead" in collaboration of sound artist "VIsions Of Lizard" at Centro Cultural de España en México.
- 2016-2017. Presentation of the audiovisual show "Soul-Deep-Acid" by Mr FIngers. Presented at Dimensions Festival (Croatia), Red Bull Academy Weekender (Australia and Barcelona), Fascinoma Festival (México) and The Peacock Society Festival (Paris).
- 2015. Exhibition of transmedia piece "Babylon Cluster" at collective exhibition "Metanarrativas", at Iberoamericana University. México, DF.
- 2015. Publication of the EP "GUACAMAYAS" in the "Ten Toes Turbo" digital label. Mexico DF
- 2015. Publication of the EP "BAJO TIERRA" in the digital seal Assembly. Mexico DF
- 2014. Presentation of the audio reactive  piece "Portal to Aleph" in Unit, Tokyo
- 2014. Presentation of the audio reactive piece "HEX" in celebration of the 10 years of Hyperdub label in Mexico. Mexico DF.
- 2014. Presentation of the audio reactive piece "Elemental" in the event JAM of ENSAMBLE. Mexico DF.
- 2013. Live presentation of interactive audiovisual piece "Babylon Cluster Arcade" of "Kupa" project at "Teatro de las Artes", within the framework of LPM (Live Performance Meeting) Mexico, 2013. Mexico City.
- 2013 Exhibition of transmedia piece "Babylon Cluster" in "La Quiñonera" Mexico. DF.
- 2012. Live presentation of the audiovisual piece live "Babylon Cluster" of "Kupa" MUTEK.MX project in 2012. Mexico, DF.
- 2012. Live presentation of the audiovisual live piece "Babylon Cluster" of "Kupa" project in Chicago FMEL Festival
. USA, Chicago.
- 2011. Participation in the design conference "Tuguchis". Mexico, Chiapas.
- 2010. Publication of the album "Bit Pairat" audiovisual project "Kupa".
- 2010. Participation in roundtable on digital distribution platforms music CAMPUS PARTY MEXICO 2010.
- 2010. Founder, Director, Producer, Promoter and designer of the label "Vira Records".
- 2009. Art Direction and live performance at the festival closing Transitio.MX. National Arts Centre. Mexico DF.

- 2008. Founder, Director, Producer, Promoter and designer of the bass music collective "Nimbo".
- 2006. Live Act at PLATAFORMA Festival. Mexico, Puebla.
- 2006. Live Act at INTERFACE AGUASCALIENTES  festival. Mexico, Aguascalientes.
- 2006. Live Act at "Filtro" showcase in CAY.. Tokyo, Japan.
- 2006. Management, Coordination, music production and live performance of the multimedia project "Ciudad Hibrida" presented in "CAY", Tokyo, Japan.
- 2006. Publication of the piece "BrickVak" on the compilation "Do You copy?" the Swedish label "Mitek". Sweden.
- 2005. Live Act at INTERFACE festival. Mexico, Puebla
- 2005. Art Direction and Live Act at the closing event of the festival TRANSITIO_MX. National Center for the Arts. Mexico DF.
- 2005. Live Performance at MICRO MUTEK festival in 2005. Mexico GDL, Guadalajra.
- 2005. Live Performance at MUTEK 2005. MX Mexico City festival.- 2004. Publication of the first EP of the "Plug" "LowBatt" on the netlabel Filtro.
- 2004 Exhibition of the audiovisual piece "Inatmo" in the Inaugural exhibition "CENTRO + MEDIA" at the "CENTRO" school.
- 2004. Founder, Director, Producer, Promoter and designer of the first Mexican Netlabel "Filtro".
- 2003. Participation in the Canadian festival MUTEK in its first edition in Mexico. Live act, development of Audio and video improvisation for dancefloor oriented performance at the "Claustro de Sor Juana", under the pseudonym "Plug". Mexico DF.
2003 Co-Direction, design, music and video production in the multi-media project "Urbe Probeta". Presented in Mexico (Rufino Tamayo Museum), India (Festival of Mexican culture in New Dehli) and Spain (Madrid, Atomic Eye).
- 2002. Exhibition of audiovisual works "Vitro" and "No Parking" at multimedia art exhibit "PhotoPhono" in the XTeresa museum.


**Interests:**

New Media, Programming, Film, Animated Series, Short films, Feature Films, Video Games, Multimedia and Transmedial Art, Art pieces and Installations development, App Development, Visual Arts, New forms of advertising, Music, Sound Art, Visual Narrative, Self Sustainability, Research.

**GENERAL LINKS:**

ONLINE PORTFOLIO:
http://www.ccgportfolio.com/

DIGITAL ARTIST DEMO REEL 2015
https://vimeo.com/130837051

LINKEDIN:
https://mx.linkedin.com/in/cardenascristian
TELEKINETIC MEDIA LAB:
http://telekineticlab.com/
TELEKINETIC MEDIA LAB BLOG:
http://blog.telekineticlab.com/
BEHANCE:
https://www.behance.net/cristian_cardenas
SOUNDCLOUD:
https://soundcloud.com/kupa

**DEMOS:**

**MAPPING / TECHNICAL AND CREATIVE DIRECTION:**
http://telekineticlab.com/baktun.html
http://telekineticlab.com/azteclegend.html
http://telekineticlab.com/dc310.html
https://vimeo.com/75988327

**AUDIOREACTIVE INSTALLATIONS:**
https://vimeo.com/119483517
https://vimeo.com/124471658

**INTERACTIVE INSTALLATIONS:**
https://vimeo.com/142567438
https://vimeo.com/141452503

**AUDIOVISUAL LIVE PERFORMANCE:**
http://www.youtube.com/watch?v=YPIjNUo2OPs
http://www.youtube.com/watch?v=R0yNbz3RM0

**GAME DESIGN / LEVEL DESIGN / PIXEL ART**
http://www.youtube.com/watch?v=9jO_tohd9EQ

**ANIMATOR Generalist:**
http://vimeo.com/64077254

**LAYOUT (Digital Cinematography):**
**https://vimeo.com/236634166**
https://vimeo.com/6377734 0 > Password: anamanaguchi

**ORGANIC Modeling and Texturing:**
http://vimeo.com/64096163

**CHARACTER ANIMATION:**
http://www.youtube.com/watch?v=bcAVHWQeY38

**CONTENT DEVELOPMENT:**
http://www.youtube.com/watch?v=su3xgrvAT5w
http://www.youtube.com/watch?v=FdDK63eBpc
http://www.youtube.com/watch?v=KzcXaWHCss
http://www.youtube.com/watch?v=AUQc9qEWQx8