

TOMÁS GORDON

ENVIRONMENT & SURFACING ARTIST

North Vancouver, BC - Canada (Temporary Resident)

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Objective: To contribute as an Environment & Prop Artist in a feature animation studio, bringing strong technical skills, creativity, and collaborative spirit to help craft visually compelling and emotionally engaging stories.

EDUCATION

THINK TANK TRAINING CENTRE, DIPLOMA

CG Asset Creation for Film, Jun 2024 - Present (ending at Sep 2025)

- Specialized in Environments & Assets for Film in an intensive 64 week hybrid program, including 48 weeks online and 16 weeks on campus.
- Learned industry-standard technical skills that helped me improve in different areas across modeling, texturing, look-development, lighting, render and compositing. Improved my deadline-meeting skills with weekly assignments, worked together with industry-experienced supervisors and mentors to achieve specific artistic and technical goals. Engaged in knowledge sharing and collaborated with colleagues.
- Gained experience and proficiency in Maya, Zbrush, Mari, Substance Painter, V-Ray, RenderMan, Unreal Engine & Nuke.

FACULDADE MÉLIÈS, ASSOCIATE DEGREE

Animation Production, Feb 2022 - Apr 2022

- Built strong art foundations in a 2+ year program that approached every section of the feature animation production pipeline, including Film Direction, Production and Writing, Art Direction, 3D Modeling and Texturing, Animation.
- Developed cooperative skills in the production of collaborative projects, such as environments, short films and assignments.

EXPERIENCE

IN CENA PRODUCTIONS

3D Generalist & Film Editor, Apr 2024 - Jan 2025 (Contract)

- Responsible for the assembly, editing and color correction of animated videos for "Tum-Pa-Ta-Tum", both the live stage show and the series of music videos for YouTube. Integrated a team of 6, working together with the animators and background artists, further developing not only my technical skills but also my communication and teamwork.
- Worked as Texture Artist for the VFX alligator from Cella's music clip "Karma". Collaborated with the modeling and compositing teams to establish an effective pipeline and workflow. Used both Substance Painter and Mari.

FREELANCER AT FIVERR

3D Generalist, Jan 2021 - Mar 2024 (Freelance)

- Created 3D Renders for multiple projects, including "Write Blocked" and Katie Hope's Minecraft Bookie Series "Saga of the Minecraft Princess", "Diary of Nate, the Minecraft Ninja", "The Mob Hunter" and "Ronin: The Minecraft Samurai". Responsible for scene composition, layout, lighting, rendering and compositing, all within Blender, with the use of MC-Prep and Mineways.
- Exercised my communication and artistic skills to achieve the desired result expected by the buyers. Also improved my organization and project management skills as I worked alone and had to meet strict deadlines.

SKILLS: 3D Modeling, Texturing, Look-Development, Lighting, Rendering and Compositing.

STRENGTHS: Teamplay, communication, creativity, deadline meeting and hard work.