





AILEN COLAZO


ANIMATOR AND MODELER
3D

Designer of 3D Worlds

CONTACT INFORMATION

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EDUCATION BACKGROUND

I.D.A.C (Institute of Cinematographic Animation)
REALIZATION IN ANIMATION FILM

- Creation of scripts until the realization of the Cinematographic piece
- Study of Cinematographic Language and how it affects the viewer
- Studies of different experimental and digital techniques such as After Effects

SOFTWARES

Blender	Unreal Engine
Maya	Zbrush
Substance Painter	Photoshop
Marvelous Designer	After Effects
DAZ Studio	Resolume Arena

WORK EXPERIENCE

Unreal Engine Artist - Maxi Vecco Studio 2024-2025

In this job, I had the opportunity to create environments and dynamics based on dimensions for giant screens in theaters, collaborating closely with technical teams to ensure seamless visual integration and an immersive audience experience.

3D Artist - Nimble Giants 2021- 2023

I was charge to transcribe the literary scripts into storyboards with my knowledge of cinema, in the most expressive and artistic way possible and then take the program, either Maya or Unreal Engine to animate the rigs and cameras, then with the area director we polished the ideas until there was an exciting and exciting story

Enviroment Artist - Indie Games 2020-2021

I was charge to modeling and texturing assets for various projects for the company, most of them for videogames and for apps.

Modeller 3D - 3DAr 2020-2017

I have successfully undertaken roles such as 3D Artist and Senior Modeler, demonstrating a comprehensive understanding of industry-standard software and a keen eye for detail.

U.N.S.A.M (Universidad Nacional de San Martín) 2019 - Actuality
ANIMATION 3D AND VISUAL EFFECTS

- Specialization in Hard Surface Modeling and Organic Modeling of Characters or Creatures
- Character animation, Timing study and the twelve principles of animation
- Filming of shorts with composition techniques such as green screen and integration of 3D characters
- Making Riggins and blendshapes for characters and animation integration by Mocap