



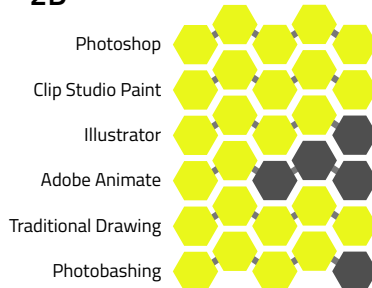
## Andrea Abad Zapata x NumenSkog

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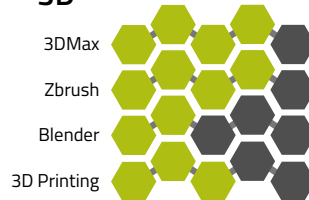


## Skills

### 2D



### 3D



### Other



## Professional Experience

### Lead Artist - LabCave (2022 - Present)

- Team Management, Marketing Art, logo design, concept art, etc.

### Freelance - Custom Design & Graphics to Order (2017 - Present)

- Concept art, illustration, editorial illustration, emojis...

### 2d/3d Artist - LabCave (2017)

- Advertising art, environment modelling, logo design, etc

### Freelance - GlobalHealthCare, Kern Pharma, Mundo Pixelado... (2015 - 2017)

- Video editing, 3d props, 3d animation, photogrammetry props, motion graphics, storyboarding, branding, web development, illustration, concept art, animatic...

### 3d Designer - Factor Clave Comunicaciones (2014 -2015)

- Infographic Design, info architecture, brochures, motion graphics, illustration, IDs...

### Audiovisual Communication intern - EUDE (2014 -2015)

- Video recording & editing, 3d & 2d integration (chroma key), Oculus Rift app development, augmented reality...

### 3D generalist & Web designer - Desarrollos Nonstop (2013 - 2014)

- 3D modelling & texturing for online games, 3d optimized for browser
- Web layout, corporate identity, Online marketing...

### 3D Generalist- Animatek Studio SL (2013)

- Modelling, texturing & rigging for animation, story-boarding, illustration..

### Freelance - Multiple Enterprise Clients - (2012-2013)

- Infographic design & architecture, poster design, corporate identity

### Junior graphic design - Michael Page International (2012)

- Layout, printed marketing, online marketing

### Art director - Imagic Vision (2011 - 2012)

- Video creation, motion graphics, dynamic advertising, 3d prototype modelling, CMS, development for touch screen interactivity, graphic design

### Freelance - Multiple Enterprise Clients (2010-2011)

- Graphic design, 3d modelling for infographic architecture

### Junior graphic designer - Amaranto consultores (2010)

- Graphic design, 3d modelling for simulators

## Education

Professional MA in 3D animation, digital post-production & non-linear editing

CICE - Madrid (2011 - 2012)

Fine Arts degree - Graphic design specialization (2004-2009)

- First Cycle (General) - Castilla la Mancha University, Cuenca Faculty (2004- 2007)
- ERAMUS - École supérieure des arts décoratifs de Strasbourg - France (2007)
- Second Cycle (Specialization) - Complutense University, Madrid (2007 - 2009)

## Additional Education

Illustration & Comic creation

- Professional Arts school (ESDIP subsidiary) - Madrid (2007 - 2008)

Illustration & Comic creation

- ESDIP - Madrid {2008 - 2009}

Infography monographic course

- Brief festival - Relajaelcoco - Móstoles (2014)

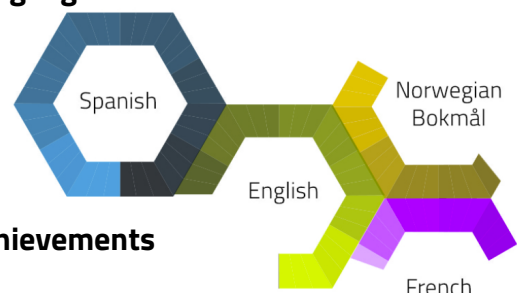
Character creation

- Nacho Arranz - online {2015}

From Max to Blender

- Bone Studio - online {2022-2023}

## Languages



## Achievements



Anatomic drawing acquired by the Drawing office of the Complutense University.



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