



CAMILO TOBARÍA

## CAMILO TOBARÍA

3D artist specialized in creating highly detailed digital 3D models of characters tailored for the film and video game industries.

### CONTACT

- ✉ [camilo.tobariarodriguez@gmail.com](mailto:camilo.tobariarodriguez@gmail.com)
- ☎ (+1) 786 624 9850
- 📍 Miami Beach. FL 33139
- ✦ [camilotobariarodriguez9.artstation.com/](http://camilotobariarodriguez9.artstation.com/)
- 📄 [www.linkedin.com/in/camilotobaria](http://www.linkedin.com/in/camilotobaria)

### TOOLS

- Maya
- Arnold
- ZBrush
- Substance Painter
- Marmoset
- Photoshop
- Unity

### SKILLS

- 3D Modeling
- Digital Sculpting
- Retopology
- UV Unwrapping
- Baking
- PBR Texturing

### CAREER OBJECTIVE

My professional goal is to secure a challenging position within the animation industry, where I can leverage my skills to learn new techniques, collaborate with talented professionals, and gain valuable experience in producing compelling visual content. I am dedicated to continuously improving my abilities and making meaningful contributions to innovative and captivating animated projects.

### EDUCATIONAL BACKGROUND

#### **Oct. 2022 – Dec. 2023**

Mastership in 3D Character Modeling  
ANIMUM Advanced School.  
Barcelona, Spain

#### **Jan. 2024**

Introduction to Unity for 3D Video Games.  
Domestika Inc.  
Berkeley, California

#### **Apr. 2018 – Oct. 2018**

Fundamentos de la Producción 3D.  
ANIMUM Advanced School.  
Barcelona, Spain

#### **Jan. 2012 – Dec. 2017**

Dirección y Producción de Cine y Tv.  
Universidad Manuela Beltrán.  
Bogotá, Colombia

### PERSONAL SKILLS

I excel in teamwork, learning quickly, taking responsibility, and approaching tasks with dedication and passion. I value respect and open communication, fostering a collaborative and inclusive work environment.

### LANGUAGES

- Spanish (Native)
- English (Fluid and Conversational)