

NAME: Eduardo Gallo Enamorado  
BIRTHDAY: February 23rd, 1983  
ADDRESS: C/Gral Lacy, 6, 1º Derecha 28045 Madrid  
NATIONALITY: Spanish  
TLF: +34609275788  
e-mail: gallo.enamorado@yahoo.es



**PORTFOLIO :** <https://vimeo.com/egallo> // <http://www.egalloe.com>

#### EXPERIENCE:

- **Mercury Steam Entertainment S.L.** (Currently): **3D Artist / VFX Artist.** Main responsibilities are: Making required vfx for cutscenes and ingame. Shader creation and material authoring. Building tools to improve the pipeline and help other artists to achieve their goals.
- **Gameloft.** (2014/2015). **Hi poly** artist in the packaging team. Modelling, texturing, shading and rendering hi poly characters, environments and props.
- **Over The Top Games.** (2010/2014): **LEAD ARTIST.** Modelling, texturing and baking characters, asset, props... level editing and level designing; rigging, animating, 2d art, GUI, VFX...
- **Voxel Studios S.L.** (2009/2010): **Hi poly modeller** for prototyping furniture models designed by Piranesi (famous Italian Architect)
- **Tirity Studio S.L.** (2007/2009):
  - Low Poly modelling and texturing for real time video surveillance system.
  - Low Poly modelling for military simulators.
  - Various digital architecture projects.
- **Freelance works** (2002/Currently): For clients such as Siemens or 3M.

#### SKILLS:

- Thinking Particles.
- FumeFx.
- Krakatoa.
- Particle flow.
- Houdini.
- Lighting and surfacing with Vray, mental ray, Brazil r/s...
- Compositing with Fusion, Nuke...
- Maxscript, Python, PySide, Vex...
- Hi and Low poly modelling.
- Uvws layouts.
- Substance Designer.
- Substance Painter.
- Digital sculpture in Zbrush/Mudbox retopology and polypaint.

#### LANGUAGES:

- Spanish (native).
- Professional working proficiency in English.
- French (medium level).