

# Cristian Cid Campanals

## 3D Artist

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### Email

cristiancid90@gmail.com

### LinkedIn

[linkedin.com/in/cristian-cid-18979371](https://www.linkedin.com/in/cristian-cid-18979371)

### Web page

<http://www.cristiancid.com>

### Imdb

<https://www.imdb.com/name/nm9613049/>

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## Filmography

### VFX

- The Flash
- Aquaman 2
- The Batman
- Eternals
- Free Guy
- 1917
- Blood red sky
- Shadow in my eyes
- Extra Ordinary
- Swoon

### Animation

- Amarradas
- Roberto
- Gormiti
- Mutant Busters
- Sendokai

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I am a 3D artist with more than 8 years of experience in 3D modeling, texturing and lookdev for environments and assets, highly passionate and eager to learn new skills  
Currently exploring Unreal Engine and Houdini

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### Scanline VFX / Senior 3D modeler freelance

February 2021 - June 2022, Munich

3D modeling and UVs for environments, vehicles and props.

- The Flash | Aquaman 2 | The Batman | Eternals

### Umedia VFX / 3D Generalist freelance

October 2020 - January 2021, Brussels

3D generalist focused on 3D modeling, texturing and lookdev for environments, vehicles and props

- The shadow in my eye

### Scanline VFX/ Senior 3D modeler freelance

June 2020 - October 2020, Munich

3D modeling and UVs for environments, vehicles and props.

- Eternals | Blood red sky

### Umedia VFX / 3D Generalist freelance

May 2020 - June 2020, Brussels

3D generalist focused on 3D modeling, texturing and lookdev for environments, vehicles and props

- The shadow in my eye

### Scanline VFX/ 3D modeler

August 2019 - February 2020, Montreal

3D modeling and UVs for environments, vehicles and props.

- Free Guy

### MPC/ 3D environment artist

February 2019 - August 2020, Montreal

3D environment artist focused on modeling, texturing, lookdev, layout and scattering. Worked on full CG environments and set extensions

- 1917

### Meduzarts/ 3D environment artist

November 2018 - February 2019, Montreal

3D environment artist focused on modeling, texturing, lookdev.

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### Umedia VFX / 3D Generalist

January 2018 - October 2018, Brussels

3D generalist focused on 3D modeling, texturing and lookdev for environments, vehicles and props.

- Extra Ordinary
- Swoon

### Roberto the short film / 3D Modeler

July 2017 - March 2018, Barcelona

Modeled all the environments and props for the short film.

### Kotoc / 3D Assets lead

April 2015 - December 2017, Barcelona

In charge of the assets departments: 3D modeling, texturing and lookdev  
Modeling, texturing and lookdev characters, environments and props for a 3D animated TV series

- Gormiti
- Mutant Busters
- MotoGP TV spot

### Neo Render / 3D modeler

October 2014 - December 2014, Mataró

3D modeling and UVs for environments, vehicles and props for a 3D animated TV series

### Kotoc / 3D environments and props modeller

September 2013 - July 2014, Barcelona

Modeling and UVs for environments, vehicles, props and also few secondary characters for a 3D animated TV series and TV spots

- Sendokai
  - F1 TV spot
  - Football Champions League and Copa del Rey TV spots
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