

TUCHO FERNÁNDEZ CALO

PERSONAL INFORMATION

Tucho Fernández Calo

E-mail: tucho@artbytucho.com

Online portfolio: www.artbytucho.com

Nationality: Spanish

Date of birth: 21th June 1981

SUMMARY

Games worked on:



As freelancer:

- [Fear 3](#) from [Day 1 Studios](#) (XBOX360, PS3 and PC).
- [Risen 2](#) from [Piranha bytes](#) (XBOX360, PS3 and PC, not released yet).
- [The adventures of Tin Tin](#) from [Ubisoft](#) (3DS).
- [Gangstar Rio: City of Saints](#) from [Gameloft](#) (iPhone, iPad and Android)
- The Pit from [Freedom Factory](#) (PS3, not released yet).
- [Scream 4 iOS](#) from [Codeglue](#) and [The Weinstein Company](#) (iPhone and iPad)
- [The Last Mage](#) from [Summer Time Studio](#) (Android).
- Exiled Heroes from [Nerlaska Studio](#) (PC, not released yet).

As employee:

- [Wanted: Weapons of Fate](#) from [Grin](#) (XBOX360, PS3 and PC).
- [Motion Sports](#) from [Ubisoft](#). (XBOX360).
- Unannounced AAA project from [Grin](#).
- 2 Unannounced XboxLive projects from [Grin](#).
- The [Scourge Project](#) from [Tragnarion Studios](#) (Released on PC. XBOX360 and PS3 not released yet).

Personal projects:

- [Glest](#) (freeware RTS game, PC).

ARTISTIC AND TECHNICAL SKILLS

Highly detailed realtime prop and character creation, using several software to model, texture and generate normals, mainly: 3ds max, Zbrush, Topogun, Photoshop and Xnormal.

I Also have experience working with several game engines: Unreal engine3, Diesel engine, Lyn, Torque, Nebula and Glest engine.

PROFESSIONAL EXPERIENCE

2010/2012 Work as freelance prop and character artist for several companies (Barcelona)

2009/2010 Prop creation for [Motion Sports](#), a project from [Ubisoft](#) (Barcelona)

2009 Prop creation for an unannounced AAA project and two XboxLive projects from [Grin](#) (Barcelona)

2008 Worked as freelance character artist for the game Exiled Heroes from [Nerlaska studios](#) (Castellón).

2007/2008 Prop creation for "[Wanted](#)", a project from [Grin](#) (Barcelona).

2007 Awarded 10th place in the 2007 [Dominance War](#) international character creation challenge.

2005/2007 Environment and character creation for "[Scourge](#)", a project from [Tragnarion Studios](#) (Palma de Mallorca).

2004/2005 Background and concept art creation for the film "[Bieito Dubidoso](#)" from Deboura Cultural (Vigo).

2003/2005 Creation of the whole graphic content in [Glest](#), the free real-time strategy game, that won the 1st prize at [Art Futura](#) 2004 (Barcelona) and [Mundos Digitales](#) 2005 (A Coruña). This project was released by several game magazines like Bravo Screenfun (250.000 copies) and has more than 1.300.000 downloads from the official site.

2002 Illustrations for the book "O Reino de Galicia" and "O memorial do infortunio" published by A Nosa Terra (Vigo).

2002 Illustrations for the "[e-negociogalicia](#)" magazine published by the Centro de Competencias en Comercio Electrónico (Santiago).

2002 While on the illustration course, worked as intern at the [CESGA](#) (Supercomputing Center of Galicia) in Santiago.

EDUCATION

2002/2003 [3ds max course](#)
PC Carrier school (Santiago).

2000/2002 [Formative cycle of top degree in illustration](#)
Pablo Picasso Art School (A Coruña).

1997/1999 [Secondary Education](#)
I.E.S. Fraga de Novio (Porto do Son, A Coruña).