

# Ismael Alabado Rodríguez

## PORTFOLIO

[www.thefrisbeeman.com](http://www.thefrisbeeman.com)

<https://www.artstation.com/frisbeeman>

<https://www.thefrisbeeman.com/cartoon-main>

## AREAS OF EXPERTISE

- Traditional art skills
- Anatomy (human/animal)
- Light, form, tone, palette
- Speed sketch and paint
- Character design
- facial modeling
- blend shapes
- texturing

## FILM & TV

- Men in Black 4
- Hobbs and Shaw
- Venom
- Pacific Rim
- Black Panther
- Thor Ragnarok
- Artemis Fowl
- Krypton
- Mars

## EDUCATION

- Master Dg Videogames
- Bachelor Dg Fine Arts
- Diploma Concept Art

## EXPERIENCE

**CG Creature/character artist – DNEG Vancouver (films and TV)**  
oct 2018

Working as modeller creature and character artist, facial modelling and blendshapes, anatomy, digidouble, concept art and texturing etc.

FILM // Men in Black International / Hobbs and Shaw  
TV// KRYPTON (season2)

**Senior Concept artist / preproduction – film oct 2018**

Working as Concept artist (character/ creatures) for Film.  
- Pitch

**CG Creature/character artist – DNEG London (films) oct 2017 – july 2018**

Working as modeller creature and character artist, face modelling, blendshapes, anatomy, digidouble, concept.  
FILM// Venom / Pacific Rim Uprising / Black Panther

**3D Generalist and concept artist at TheThirdFloor sept- oct 2017**

Working in two becoming film projects, creatures, characters and environment artist.

FILM // Artemis Fowl / the kid who would be king

**CG Creature / Character artist Framestore (Comms) jun-sept 2017**

3d concept art, modelling, digidoubles, creatures , vehicles, texturing. // Christmast advertising M&S – Paddington

TV// MARS Season 2

**CG Creature/character artist at Framestore (Films) abr-jun 2017**

Working in THOR Ragnarok.( Disney-Marvel movie)

Main work **KORG creature** character in Thor Ragnarok.

Working with maya , zbrush and marvelous in KORG character and costume

FILM// Thor Ragnarok

**Art Director / Digital Sculptor - Forming Reality sept 2015 – oct 2016**

Working on 3D anatomical sculpture, 3dprinting, VR.

## LANGUAGES

- Spanish (Native)
- English (Professional)
- Italian (Professional)
- Japanese (Basic)

## GAMES

- VR exhib (FormingReality)
- WERFootball (Inspired)
- RushFootball (Inspired)
- RushHorses (Inspired)
- RushTennis (Inspired)
- IronFish (BeefJack)
- Lyroke (WeR)
- GOD (WeR)
- IAMPlayr(WeR)

## COURSES

- Compositing VFX
- Oil Painting
- Facial Anatomy

Lead artist - Inspired Games UK (Games)

Jun 2015 -oct 2016

Senior Concept artist Electric Theatre Collective (comm)

Art Director (GOD Game)/ 2D/3D/UI - WERinteractive (Games)

Medical Illustration 2D/3D - CCMIJU (Medical) JAN – SEP 2012

Senior Art Director - Prisma MPA JAN 2011 – MAY 2011

Senior 3D Artist – Crisalix (Medical) JAN 2012 – SEP 2012

Creative Director - Planeta Web JAN 2008 – APR 2009

Art Director - Haiku Media JULY 2007 – JAN 2008

Concept Artist, Storyboard artist – Salero JAN 2008 – OCT 2006

Concept Artist, Storyboard artist - Plasma 2003 – 2004

## INSTRUCTOR

TEACHER Human Anatomy - Animum

Anatomy 3D / APRIL 2015 – NOW

Teaching zbrush, 3dmax and maya for games

TEACHER CONCEPT ARTIST / 2D/3D - Trazos

Concept art classes videogame & films / SEP 2015 – JAN 2016

TEACHER 2D /3D /ANIMATION - Feval

Working as teacher 3D and 2d / NOV 2014 - DEC 2014

TEACHER MASTER VIDEOGAME HND - CEV Barcelona

Teaching 2d and 3d for videogame / JAN 2012 – SEP 2012

## Conferences and workshops

Lightbox Academy 2018 ( Madrid)

Masterclass Human vs Creature anatomy

Mundos Digitales 2018 (Spain)

Anatomy in movement and facial expressions