

# ALBERT CALLEJO AMAT

## PERSONAL INFORMATION

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Phone: +34 687 549 602 Matadepera, Barcelona ( spain)

Web sites: [www.dima-vj.com](http://www.dima-vj.com) (3Dworks) , [www.electricavisuals.com](http://www.electricavisuals.com)

Mail: [albertcallejo@gmail.com](mailto:albertcallejo@gmail.com)

16 personalities: Mediator

## WORK EXPERIENCE

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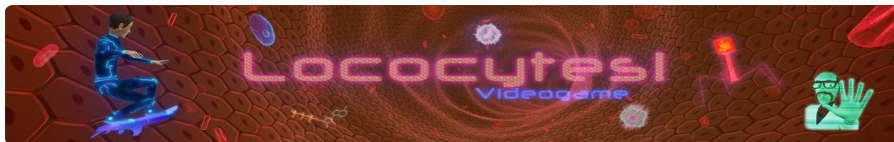
2018 to present Owner: [www.electricavisuals.com](http://www.electricavisuals.com) Personal company aimed to create interactive audiovisual installations and bring videogames to other contexts

2016 to present: Technical Artist in [SlideMedia Mapping](#) , creating VFX , 3D animations for Mapping shows and other audiovisual productions as interactive scenes and VR environments.

2014-2016 Lead 3D Artist in [Ivanovich Games](#), creating games like [Perfect Angle VR](#), Perfect Angle , Breaking Farm, Minidrivers, Minibikers



2012 to 2103, Project Leader, Game Designer and 3D Artist in [Lococytes!](#) Videogame  
Modelling of a Tubular hexagonal mesh infinite tiling world, Sprite Seets, FX, Characters and animations, audio design, and cynamatics.

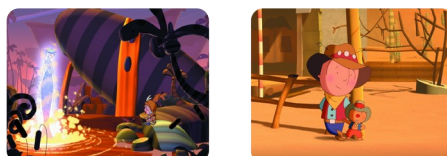


2006 to 2012, **Urano Films SL**, 3D technical Artist, Highlight: Specialty in [Architectural Mapping shows](#) creating astonishing VFX and 3D coreographic animation

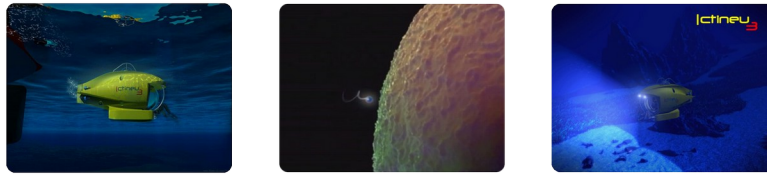


2003 to 2006 **Sofa Experience S.L.** 3D Artist

1999 to 2003, **Cromosoma produccions S.L.** Cartoon Production (Les tres Bessones, Juanito Jones, Miniman and Tom), 3D Technician. Experience in Matching 2D with 3D.



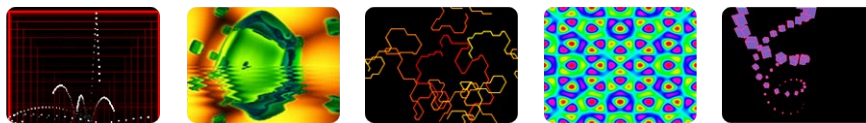
1994 to present, **Dima-VJ**, Freelance as 3D Generalist and VFX. in: [www.dima-vj.com/3dwork](http://www.dima-vj.com/3dwork)  
Lot of distinct challenges along years of work



**Teaching activity:**

2004 to 2005, Professor at University Academy ESERP-ESDAI. General 3DStudioMax course.

2007 to 2011, Teacher of Workshops at [Telenoika A.C](http://Telenoika A.C) : Introduction to coding Computer Graphics. with [Processing](http://Processing)



**SKILLS AND COMPETENCES**

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Proficiency in polygonal Modeling, UV, Texturing , Illumination, rendering and VFX in 3DStudioMax

Intermediate in Skinning, Rigging, and Animation in 3DStudioMax

Level creation/assets management and intermediate game developing in Unity 3D.

Coding in Processing , C#, and some MaxScript

Basic knowledge VFX and Digital Asset Creation in Houdini.

Postproduction compositing and VFX in After Effects and Video editing

Point Cloud Based Modeling

Developing Interactive, reactive and generative Computer Graphics: [Processing](http://Processing) and Unity3D

**EDUCATION AND TRAINING**

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Houdini Self training

2012-2013 Master on Creation of Videogames. UPC. Barcelona. (A qualification)

2007 Programming in Microsoft.NET and Java applications. BIT Academy. Barcelona

1998 -1999 Scholarship audiovisual creation Institut Universitari de l'Audiovisual (UPF Barcelona)

2006 Electronic Music Producer. International Academy S.A.E.

## **LANGUAGES**

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CATALAN and SPANISH mother tongue  
FRENCH Proficient level  
ENGLISH Advanced level

## **Other Skills and hobbies**

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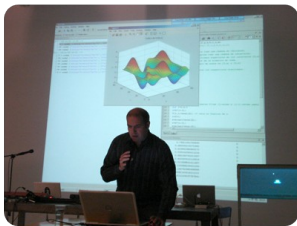
Real-time audiovisual experiments, interactive architectural mapping shows.  
Electronic sound synthesis. Music, Sound and perception  
Midi Sequencing and digital Audio composition and mixing.  
Creative work as VJ. (Dima-VJ)  
Audiovisual installations.  
Alternative and recycling musical instruments maker  
Rc gliders slope soaring and DLGiders  
Choir singer  
Archery  
Trekking mountains  
Wood and composite (glass and charbon fibers) working

## **Public presentations, concerts, installations**

interactive VideomMapping show : <http://electricavisuals.com/interactive-mapping-show/>

Dual Laser Spyrograph installation: <http://electricavisuals.com/interactive-laser-show/>

Live Audiovisual Concert-Presentation: <https://vimeo.com/209654506>



Interactive visuals based on Unity Particle system and touchOSC : <https://vimeo.com/222844503>

Small geometry waves research: [Chladni-Digital](http://Chladni-Digital)

## **Works compilation video:**

As I've compiled some past works, now I can say I'm in the middle of my career, eager to do even more and better projects, going deep inside in some well known or why not new areas in videogames and AudioVisual production.

<https://vimeo.com/394172167>