

Alesandra Miro Quesada

Creative Technologist
3D Generalist

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SKILLS

Motion Graphics

Cinema4D	●●●●●●●●●○
Maya	●●●●●●●●●○
Houdini	●●●●●●○○○○
Blender	●●●●●●○○○○
AfterEffects	●●●●●●●●○○
PremierePro	●●●●●●●●●○

AR/VR

Unity	●●●●●●●●○○
HTC Vive	●●●●●●●○○○
Oculus Go/Quest	●●●●●●●○○○
ARKit/Core	●●●●●●●●○○
8th Wall	●●●●●●○○○○

Coding

OpenFrameworks	●●●●●●●○○○
Processing	●●●●●●●○○○
C#	●●●●●●○○○○
Python	●●●●○○○○○○

Design

Photoshop	●●●●●●●●●○
InDesign	●●●●●●●○○○
Illustrator	●●●●●●●●●○

Miscellaneous

Photogrammetry	●●●●●●●○○○
Arduino	●●●●●●○○○○
MaxMSP	●●●●●●●○○○
RunwayML	●●●●●●○○○○

WORK

Freelance + Internships

2015 - present

Multiple projects over the last five years focusing on 3D animation for both Realtime and Render pipelines. Back and Front-end Development for VR and AR (iOS and Android) as well as Technical Consulting and Creative Direction roles.

Interned with Mario Testino, Somesuch and Factory 42 working on Augmented and Virtual Reality projects as well as R&D and creative pitching.

Computational Arts

2019 - 2020

Recently graduated from Goldsmiths MA Computational Arts where new skills were developed in interactive technology. Diving into Machine Learning, Computer Vision and Physical Computing my horizons have been broadened in love for technology confirmed. Attaching realtime interactivity to my 3D background I

Creative Technologist

2017 - 2019

Happy Finish, Interactive Agency, London

Involved in the creative ideation and pitching of AR and VR projects for UK and International clients: BBC, Telegraph, Royal Academy, The Shard, Dimensions Volumetric Capture, Microsoft and others. Represented HF in talks and hackathons at Facebook, WeWorks, PWC, Snapchat and SXSW (postponed due to Covid19). Developed and prototyped for many interactive projects capturing the client's vision and testing the technology before going into full production.

Assisted both Senior devs and 3D generalists in character rigging, 3D asset creation, UV mapping and texturing, UI and UX design (for VR & AR), dynamic and physics simulations in Maya, Houdini and Unity as well as R&D in the latest hardware and software releases to ensure creative ideas are on the edge with the technology available.

badgrandpa



I look at myself first and foremost as an artist that uses technology as a medium to fuel my imagination. Working under the name bad-grandpa I have been creating content for myself and others in 3D, AR and VR form. This has given me the opportunity to develop my skills as a technologist and creative doing what I love.

EDUCATION

2010 - 2012 International Baccalaureate Diploma, San Silvestre School
2013 - 2014 Central Saint Martins Foundation Diploma, **Distinction**
2014 - 2017 Central Saint Martins BA Graphic Design - Motion Graphics **1st Class Honors**
2019 - 2020 Goldsmiths MA Computational Arts, **Distinction**

PROJECTS AND TALKS click on links

La Historia de Rosario Flores	SXSW - Me Myself and AI
SuperRetablo	WeWorks & VCN
Congressional Scandal Generator	PWC - Creative Futures 3
Samba Do Janeiro	Ill Be Back
RA & Yinka Shonibare	
Doña Pepa	

REFERENCES

Daniel Cheetham

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Mario Testino

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