CARLOS CORDERO AGUADED

Head of 3d Visualization & Pipeline | Environment Workflows · AI Integration

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LinkedIn · Behance · Showreel

PROFILE

3D visualization and pipeline leader with a background in architecture and international design practice. Experience leading teams of 30+ artists and owning technical decisions across environment production, materials, rendering and workflows. Combines architectural knowledge with hands-on problem-solving, tool development and AI integration across real-time and offline production.

CORE COMPETENCIES

Technical Visualization Materials & shading · Lighting · Look development · Real-time & offline rendering · Scene optimization and technical troubleshooting
Architecture & Environments Architectural interpretation · Spatial layouts and proportions · Finishes and material selection · 3D environment development
Pipeline & Tools Cross-renderer workflows · MaterialX/USD · AI evaluation & integration · Python tools · Asset libraries · Render infrastructure
Team Leadership Technical supervision and mentoring · Environment quality control · Documentation · Coordination with art direction and production
Software Unreal Engine 5, 3ds Max, Blender, Substance 3D Painter & Designer, Corona, V-Ray, Octane, Rhinoceros, Adobe Creative Cloud, Davinci Resolve

EXPERIENCE

Head of 3D Visualization & Pipeline / MR Factory — DEC 2024 – OCT 2026
Remote, Seville, Spain · virtual production studio

- Led technical delivery for a distributed environment team of 30+ artists, reviewing work, resolving technical issues and coordinating workflows alongside the Art Director and producers.
- Guided architectural interpretation, spatial layouts, finishes, materials and shading across real-time and offline rendering workflows. Took responsibility for art direction on projects without a dedicated Art Director.
- Built a Python tool using AI-assisted coding for MaterialX/USD conversion and drag-and-drop reuse across Unreal Engine, Blender and 3ds Max, supporting Corona, V-Ray and Octane. Integrated the Unreal library and validated asset conversions for team use.
- Evaluated, tested, approved and integrated AI tools into environment production: adapting references to client requirements before 3D work, accelerating 3D asset creation, generating materials from photographs, and automating library categorization, tagging and folder organization.
- Specified and configured render farm infrastructure for the eMedia virtual production hub in Johannesburg, training a local team with no previous real-time experience to operate independently.
- Contributed to production planning, time and cost estimates, technical hiring assessments and workflow documentation. Projects included the Netflix × Eurovision Spain × Squid Game promotional collaboration and Mediaset broadcast campaigns.

Art Director & 3D Artist / Freelance — JUN 2020 – PRESENT
Remote, Seville, Spain, London, UK

- **Real Madrid Museum, immersive walkthrough.** Provided art direction and look development for a museum-scale interactive visitor experience using a hybrid 3ds Max, Corona and Unreal Engine workflow.
- **Six Flags Qiddiya & Aquarabia, TV commercials.** Contributed to project coordination and technical 3D delivery for campaigns targeting the Saudi market, coordinating asset exchange between studios and delivery requirements.
- Directed CG production for UK and UAE projects with Squint/Opera, Basha-Franklin and Spinocchia Freund.
- Co-founded SOLSTIZ VA, a boutique visualization studio serving international architecture and design practices. Managed visual standards, production workflows, client relationships, hiring and delivery.

3D Visualization Architect / International Architecture Offices — 2014 – 2021
Japan, Switzerland, UAE, Australia, UK, Netherlands

Eight years combining architecture and interior design with 3D modelling, rendering and project management.

- **Senior Architect**, Tragsatec, Madrid (2020–2021)
- **Senior Architect & Art Director**, Lyncis Design, Huelva (2018–2020)
- **Architecture Consultant**, PVH Europe, Amsterdam (2018)
- **Architect**, HASSELL, London & Melbourne (2016–2017)
- **Architect**, DLR Group, Dubai (2016)
- **Junior Architect**, Hosoya Schaefer, Zürich (2015–2016)
- **Intern Architect**, Kengo Kuma & Associates, Tokyo (2014–2015)
- **Intern**, Kazuya Morita Architecture Studio, Kyoto (2014)

EDUCATION & LANGUAGES

- **Architecture Bachelor + Master**, Universidad de Sevilla (2006–2015)
- **Unreal ArchViz Animation**, Brick Visual, Hungary (2024)
- **Japan Exchange scholarship**, University of Shiga Prefecture, Japan (2013–2014)
- **Spanish** native · **English** C2 · **Japanese** A2