

# Carlos-Enrique Salazar Aguilar

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## 3D Modeler & Animator

[retromesh3D@gmail.com](mailto:retromesh3D@gmail.com) | <https://retromesh3d.github.io/retrospace> | [youtube.com/@retromesh](https://youtube.com/@retromesh)

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### Technical Skills

• 3D Modeling • 3D Animation • Texturing & UV Mapping • Video Editing • Photo Manipulation

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### Software

• Blender • Maya • ZBrush • Unreal Engine • Substance Painter • Premiere Pro • Photoshop

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### Experience

#### Retromesh (YouTube Channel) — Independent 3D Artist & Content Creator

2024 – Present

- Created retro low-poly video game concepts, producing models, animations, and environments.
- Built an audience of 21,000+ subscribers.
- Achieved multiple videos exceeding 100,000 views (top video over 300,000 views).

#### Freelance 3D Artist (Character Modeling)

2023 – Present

- Created custom stylized character models for individual clients.
  - Handled modeling, texturing, rigging, and posing.
  - Delivered presentation-ready renders and concept sheets.
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### Education

#### Concordia University, Montreal, QC

Bachelor of Fine Arts (BFA), Computation Arts (Specialization)

2020 – 2026 (expected)

#### Dawson College, Montreal, QC

Diplôme d'études collégiales (DEC), 3D Animation and Computer Generated Imagery

2016 – 2019

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### Languages

• English (Fluent) • French (Fluent) • Spanish (Fluent)