Travino Cordova

Implementation Artist

travino.cordova@icloud.com | https://www.travinocordova.com | Instagram: travino_cordova_digitalart
+49 175 196 5696 | Auhausen, Germany

Profile

VFX Artist with high attention to detail and over a decade of combined experience in photography, post-production, and technical problem-solving. Expert in Adobe Substance Painter, and Photoshop. Experienced with Houdini, Maya, Nuke, Blender, and Unreal Engine in Linux-based production environments. Familiar with Git/rez workflows and ShotGrid (Flow) project management. Brings a strong foundation in systems administration, cybersecurity, and technical leadership from 10 years as a U.S. Army IT Specialist (25B, E-5 Sergeant). Fluent in English and German.

Core Skills

Production Support & Collaboration

- Supported artists in Houdini, Maya, and Nuke for asset delivery and troubleshooting.
- Managed project scheduling and task tracking in ShotGrid (Flow).

LookDev

- Created texture materials using Adobe Substance painter and Photoshop and applied them to Blender, Maya, and Unreal Engine.

Pipeline Development

- Designed and deployed a full Linux VFX pipeline integrating Houdini, Maya, Nuke, Unreal Engine, and Blender.
- Developed Python tools for automation, asset workflows, and look-dev.

Systems & Infrastructure

- Built and secured enterprise-scale IT infrastructure supporting 1,500+ users.
- Managed servers, networks, Active Directory, and system hardening.
- Automated routine server tasks with Bash/Python to increase system reliability.
- Worked independently and led technical teams, mentoring in troubleshooting, documentation, and workflow efficiency.

Education

- BFA – Animation & Visual Effects, Academy of Art University, San Francisco
- AA – Photography, Academy of Art University, San Francisco

Awards

- Army Commendation Medal (3x) | Army Achievement Medal (5x)
- Army Good Conduct Medal (3x) | NCO Professional Development Ribbon