

CURRICULUM VITAE

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Summary

Experienced **3D animator / CG previs-layout artist** with the artistic eye and technical ability required to bring characters to life in a wide variety of complex shots. A deep understanding of weight, locomotion, anatomy, dialogue, acting, appeal and entertainment. Easily adaptable to new tools, work environments and pipelines, with very good communication skills. High knowledge of digital tools such as Maya, 3ds Max. Able also to work on a fast paced production environment, managing several complex shots at a time and delivering work within deadlines.

Professional Experience

3D Character Animator at Make Visual. (Minnesota – United States).

April 2024 – Currently

Planning and animating shots from blocking to final polish, ensuring the quality demanded by the supervisors to realise the director's vision is achieved.

Ensuring the quality sought by the supervisor is consistently met. Make suggestions and express opinions to director to enhance the story and acting and to resolve difficult staging issues. Support team members with creative suggestions.

3D Character Animator at Skydance Animation. (Madrid – Spain).

November 2021 – March 2024

Planning and animating shots from blocking to final polish, ensuring the quality demanded by the supervisors to realise the director's vision is achieved.

Ensuring the quality sought by the supervisor is consistently met. Make suggestions and express opinions to director to enhance the story and acting and to resolve difficult staging issues. Support team members with creative suggestions.

3D Character Animator at Framestore. (London – United Kingdom).

August 2021 – November 2021

Planning and animating shots from blocking to final polish, ensuring the quality demanded by the supervisors to realise the director's vision is achieved.

Ensuring the quality sought by the supervisor is consistently met. Make suggestions and express opinions to director to enhance the story and acting and to resolve difficult staging issues. Support team members with creative suggestions.

3D Character Animator at Atlantis Studio. (Tenerife/Canary Islands – Spain).

March 2021 – July 2021

Planning and animating shots from blocking to final polish, ensuring the quality demanded by the supervisors to realise the director's vision is achieved.

Ensuring the quality sought by the supervisor is consistently met. Make suggestions and express opinions to director to enhance the story and acting and to resolve difficult staging issues. Support team members with creative suggestions.

3D Character Animator/Previs-Layout Artist at Boulder Media for “My Little Pony: A New Generation”. (Dublin – Ireland). **June 2019 / February 2021**

Planning and animating the cameras, as well as doing the dressing of the scene and adding lighting to ensure we achieved director's vision
Planning and animating shots from blocking to final polish, ensuring the quality demanded by the supervisors to realise the director's vision is achieved.

Ensuring the quality sought by the supervisor is consistently met. Make suggestions and express opinions to director to enhance the story and acting and to resolve difficult staging issues. Support team members with creative suggestions.

3D Character Animator at Protocol Games (Song of Horror). (Madrid – Spain).

Aug 2015 / Dec 2015

Planning and animating shots from blocking to final polish, ensuring the quality demanded by the supervisors to realise the director's vision is achieved.

Ensuring the quality sought by the supervisor is consistently met. Make suggestions and express opinions to director to enhance the story and acting and to resolve difficult staging issues. Support team members with creative suggestions.

3D Character Animator at Digital Lighting Studios (Soccer Legends). (Madrid – Spain).

May 2015 / July 2015

Planning and animating shots from blocking to final polish, ensuring the quality demanded by the supervisors to realise the director's vision is achieved.

3D Character Animator at [Jackpotstudios](#). (Madrid – Spain).

Jan 2015 / April 2015

Indie Company dedicated to launch videogames for consoles (Xbox, PS4) and also for computers.

Planning and animating shots from blocking to final polish, ensuring the quality demanded by the supervisors to realise the director's vision is achieved.

Web Designer for various companies and as a freelance (Madrid - Spain & Melbourne – Australia).

2005 / 2014

Software Skills

- Autodesk Maya
- Autodesk Motion Builder
- Adobe After Effects
- ZBrush
- Adobe Photoshop
- Autodesk 3DS Max
- Unreal / Unity
- Adobe Premiere
- Shotgun
- Marvelous Designer

Skills & Abilities

- Strong understanding of the 12 animation principles
- Develop sketches in 2D
- Modeling, Texturing, Rigging and Lighting
- Teamwork/Communication skills

Education & Training

- 2024 **Motion Capture for Games [Unreal/Maya]** (Harvey Newman, United States).
- 2018 - 2019 **Professional Master 3D Character Animation [3DS Max/Maya]** (Animum, Málaga – Spain).
- 2014 - 2015 **Professional Official Master in Animation [3DS Max/Maya]** (Trazos, Madrid - Spain).
- 2012 - 2013 International English Language Testing System (IELTS): Done. (Melbourne - Australia).
- 2007 - 2008 **Professional Development Master Design and Web Projects.** (Cice, Madrid - Spain).
- 2002 - 2003 **Professional 3D Animation Master, Digital Postproduction and nonlinear editing. MAD.** (Cice, Madrid - Spain).

Languages

- Spanish: Mother Tongue
- English Language: Fluent (Spoken and Written)

References

Available upon request.