

C U R R I C U L U M V I T A E

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Summary

I am a 3d animator with 1 year of experience and I am able to design animation from layout to final result through blocking and splining by relating directly to animation directors and director.

Professional Experience

- 2015** **3D Character Animator at Protocol Games (Song of Horror).** (Madrid - Spain).
Indie Company dedicated to launch videogames for consoles (Xbox, PS4) and also for computers.
Key Duties: Creation of Character Animations: Starting from the layout, blocking, splining and refining.
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- 2015** **3D Character Animator at Digital Lighting Studios (Soccer Legends).** (Madrid - Spain).
Company dedicated to launch videogames for consoles (Xbox, PS4) and also for computers.
Key Duties: Creation of Character Animations: Starting from the layout, blocking, splining and refining.
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- 2015** **3D Character Animator at Jackpotstudios.** (Madrid - Spain).
Indie Company dedicated to launch videogames for consoles (Xbox, PS4) and also for computers.
Key Duties: Creation of Character Animations: Starting from the layout, blocking, splining and refining.
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- 2003 - 2005** **3D Character Animator at Electronic Arts.** (Madrid - Spain).
3D Company dedicated to create and develop 3D environments for presentations and videogames for children.
Key Duties: Creation of Character Animations: Starting from the layout, blocking, splining and refining.
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- 2005 - 2014** **Web Designer** for various companies and as a freelance (Madrid - Spain & Melbourne - Australia).

Software Skills

- Autodesk Maya
- Autodesk 3DS Max
- Autodesk Motion Builder
- Adobe Photoshop
- Adobe After Effects
- Adobe Premiere
- Adobe Illustrator
- Adobe Flash

Skills & Abilities

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

Education & Training

- 2018** **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.