

## **EXPERIENCE:**

### **-2007 May – Today(2010): Edda Animation. (Barcelona.spain)**

#### **CG-Director**

CG Director, responsible for the creation of the studio's pipeline. Look Development, Key Lighting, FX, Composition. Supervising animation, lighting & all the workflow in the CG department. Worked closely with direction and producers to define the look & deliver the best solution for directors' ideas. Setting up studio's Motion Capture facilities for studio's projects & services working as Motion Capture Supervisor. Worked on Eddadesign's projects development including 2 TV series projects. Worked providing services for feature film vfx, videogame and commercial projects. Software: XSI, Combustion.

### **-2007 March - April: Axis Animation. (Glasgow.uk)**

#### **Lighting, Effects and Compositing Artist**

I worked on the Lighting, Effects and Composition for the trailer of a next-Gen multiplatform videogame(Turning Point) & a tv commercial(Scottish Power). Soft: Maya, Lightwave, Renderman, Digital Fusion & Combustion.

### **-2006 March – 2007 February: Glasgow Animation. (Glasgow.uk)**

#### **Lighting Technical Director & Lighting Supervisor**

I worked as Lighting Technical Director in a CG Animation film project. Responsible of the lighting rigs, look development, key lighting and some composition. Last six months taking care of supervising the lighting department. Software: Maya and Digital Fusion.

### **-2005 January – 2006 February: Edda Animation. (Barcelona.spain)**

#### **Technical Supervisor**

I worked as Technical Supervisor for the trailer of a CG Animation film project. Responsible of characters' look development, skin shading and texturing, layout, & fx; assisting in setup, vegetation, lighting and comp. Software: XSI and Combustion.

### **-2005 (April): Axis Animation. (Glasgow.uk)**

#### **Lighting, Effects and Compositing Artist**

I worked on the Lighting, Effects and Composition for the trailer of a new Sony Playstation game. Software: Maya and Combustion.

### **-2004: Absolute Digital Pictures. (Glasgow.uk)**

#### **Fx & Compositing Lead Artist**

I worked as Fx, lighting and composition Artist, responsible of all the fx of Miss Spider series at Absolute. Software: Maya and Combustion.

**-2004: D'Ocon Films. (Barcelona.spain)**

**Animator / Fx & Compositing Artist**

I worked as Animator and creating some Fx and Composition in the cg department of this animation company; working on cg cartoon series and commercials. Software: XSI.

**-2002 - 2004: Bren Entertainment (Filmex Animation). (Santiago de Compostela.spain)**

**Effects Artist**

I worked on the FX team in Bren Entertainment where we were responsible of create all dynamic effects, (like smoke, fire, fluids, etc.), cloth simulation, and special difficult works for animation films (*Nocturna*, *Donkey.Xote*) and animation series (*Donz*). Software: Beta testing of XSI and Syflex Cloth simulator; Combustion and Photoshop.

**CG Artist**

I worked as general artist, in the small CG team that creates all CG shots and effects for *El Cid*, *the Legend* (traditional animation film). I worked on modelling, setup, shading, effects and compositing. Software: XSI, Combustion, Shake and Photoshop.

**Modelling Supervisor**

I worked as a Modelling supervisor in the last episode of 26 x 26' CG animation series (Goomer, an intergalactic sitcom). I coordinated the tasks with modellers and work modelling some characters. Software: Softimage|3D.

**CG Artist**

Firsts months I worked in Bren as a modeller and CG Artist in a 26 x 26' full Computer Generated animation series (Goomer, an intergalactic sitcom). Software: Softimage|3D and Photoshop.

**-2001: Freelance. (Barcelona.spain)**

**CG Artist**

Some freelance works as CG artist and animator. Software: MAYA, Premiere, After Effects, Photoshop and Illusion.

**-1998-2000: Student. (Barcelona & Mallorca.spain)**

**Video and CG Artist**

I worked on the production of three real life shorts in different positions like producer, camera, DV linear editing. And the full preproduction and post. of four CG shorts. Software: Maya, Softimage, Premiere, After Effects, Photoshop.

## **EDUCATION:**

- Master of Synthesis Images and Computer Animation, in the University of Balearic Islands (UIB). Using Alias Wavefront // Maya package. (Mallorca) (2001).
- Production of CG Projects (software: SoftImage|3D), in the training centre FakD'Art (Media Art Institute) (Barcelona) (2000).
- Production of Synthesis Images (Alias Wavefront animator certificate). Software: Alias Wavefront // Maya package in the School I.D.E.P.(Centre of High Studies of Image and Design) (Barcelona)(1999-2000).
- Direction and Production of Cinema, Video and TV (audiovisual narrative, pre-production, storyboard, artistic direction, dir. of actors, making up, camera, assembly, sound , etc.) in the School I.D.E.P.(Centre of High Studies of Image and Design) (Barcelona) (1998-1999).
- Course of Computer science in the University of Girona course:1997-98.

## **HARDWARE AND SOFTWARE:**

- Software: Softimage XSI, Maya, Softimage|3D, Motion Builder, Digital Fusion, Combustion, Shake, Photoshop, Illusion, Premiere, After Effects, Syflex cloth simulator, Dreamweaver and Flash.
- Hardware: Proficient with windows PC workstation and experience with linux & unix SGI platforms. Novice in professional DV-CAM lineal editing (camera experience too) and non-linear Sony Edit Station.

## **PROJECTS:**

### ***Films:***

- Tauronia: I worked as Technical Supervisor for the trailer of a CG Animation film project. Responsible of characters' look development, skin shading and texturing, layout, & fx; assisting in setup, vegetation, lighting and comp. Software: XSI and Combustion.
- Donkey.Xote: I worked on the preproduction and trailer of this Filmax Animation film project. I was responsible to create environment fx, like dust & vegetation; lighting and precomp of donkey main character. Assistant to the effects supervisor helping him to create the hair for the donkey and scripts to create the environment dust. Software: Softimage XSI and Combustion. (Full CG Animation Film. Filmax Animation). XSI <http://www.filmaxanimation.com>
- El CiD, The Legend: In this project we were a very small cg team of six people, and I work from modelling to shading, fx, setup and composition. We worked on more than 150 shots with crowds, vegetation, effects and other special shots. (Animation Film. Filmax Animation). XSI <http://www.filmaxanimation.com>

-Nocturna: I worked on the preproduction and teaser trailer of this Filmmax Animation project as artist in the Fx team and in the teaser trailer as cg artist where in a very small team I worked from shading, lighting to fx and composition. (Animation Film. Filmmax Animation). XSI <http://www.filmmaxanimation.com>

**Series:**

-Sweesters: Virtual Room(season 1&2): CG Director, responsible for the creation of the studio's pipeline. Look Development, Key Lighting, FX, Composition. Supervising animation, lighting and all the workflow in the studio. (cg animation series.Eddadesign). XSI, Combustion <http://www.sweesters.com>

-Miss Spider: As Fx artist, responsible of all the effects of Miss Spider at Absolute. Worked also lighting & comping some special shots. (cg animation series.Absolute Pictures - Nelvana). Maya

-Donz: In the Fx team we develop a special setup to create the cloth's fabric of the main character. (cg animation series.Bren Entertainment).XSI

-Lacets: Animation, Fx & composition. (cg animation series. D'Ocon). XSI

-Goomer: Cg artist working as modeller, shading and render. Creation of special tasks like crowds, and modelling supervisor in the last episode. (cg animation series.Bren Entertainment). Softimage 3d

**Others:**

-Commercials: - **Scottish Power:** I worked on the Lighting and Composition for the tv commercial campaign of ScottishPower. Software: LightWave and Combustion.

-Game projects: - **Buzz! The Music Quiz (PS2):** I worked on the Lighting, Effects and Composition for the trailer of the Sony Playstation game. Software: Maya and Combustion.

- **Turning Point: Fall of Liberty (PS3, XBOX360, PC):** I worked mainly on the effects, creating the ocean, explosions, fire and also some lighting and composition for the trailer of the Codemasters game. Software: Maya, Renderman and Digital Fusion.

-Personal Shorts: I created three life action shorts and four cg shorts where I worked since preproduction / designs to modelling, shading / textures, rigging, animation, rendering, fx and composition, sound and editing. Maya

-Conference: Presentation of our studio's pipeline and workflow on creation of broadcast / multiplatform projects using Autodesk Softimage. Autodesk community day 2010.Madrid.