



Personal Profile

After working for more than 5 years in Jagex, the UK largest independent game developer, now I'm looking for my next challenge as an animator in the audiovisual industry.

I had the privilege of working in one of the most successful MMO RPGs ever, *RuneScape*, for more than 2 years. There, I had the opportunity to animate fantasy creatures and characters, direct cutscenes and generate VFX using an in-house toolset. I've got a problem-solving attitude, which has been highly useful during the two years I worked as the sole animator and VFX artist in the CCG title *Chronicle: RuneScape Legends*.

Experience

Jagex LTD, Cambridge, UK

October 2016 - Present

- Senior Animator in the project Runescape

- Same as below.

Jagex LTD, Cambridge, UK

June 2016 - October 2016

- Senior Animator in the project Chronicle: RuneScape Legends

- Same as below plus organizing cross team in-sourcing initiatives

Jagex LTD, Cambridge, UK

August 2014 - June 2016

- Animator in the project Chronicle: RuneScape Legends

- Keyframe animation of in-game assets in Maya
- Visual FX creation and implementation in Unity 3D
- State machine configuration and animation management in Unity 3D
- Rigging and skinning Maya using Rapid Rig Modular
- Project tracking in Jira and following SCRUM methodology

Jagex LTD, Cambridge, UK

January 2012 - August 2014

- Animator in the project RuneScape

- Keyframe animation of in-game and cinematic assets
- Rigging fantasy creatures in Jagex's proprietary CGI package
- Creation of animatics, storyboards and direction of cutscenes in PAP, PS and Blender
- Graphics bug tracking and project monitoring in Jira
- Directing training sessions for my coworkers on PAP 4.0 and Blender

442 design, Edinburgh, Scotland

March 2013

- Freelance animator for the mobile App Pom Pom the talking Scottish Panda

- On demand keyframe animation of an existing Maya model
- Smooth skin fully featured rig in Maya

Animation Department, Polytechnic University of Valencia, Spain

September 2010 - January 2011

- Digital compositor in the project Al vent_2010



EDUCATION

Animum 3D

September 2016 - April 2017

- Explode your reel Workshop. Mentored by Juan Diego Liza and Daniel Peixe

Animation mentor

June 2016

- Cartoony Animation for 3D Animators workshop with Mark Oftedal

Jagex LTD

October 2012

- Rob Hemming's 2 Day creature short course

Animation mentor

Graduation date: March 2011

- Diploma in advanced Character Animation Studies
- Mentored by: **Jay Davis, Jason Martinsen, Jalil Sadool, Jay Jackson, Morgan Kelly and Nicole Herr**

Polytechnic University of Valencia

Finished: June 2009

- Stop motion professional technician Diploma

CEI Valencia

Finished: March 2008

- 400-classroom-hour program on CGI Maya
- 200-classroom-hour program on digital composition

Polytechnic University of Valencia

Graduation date: June 2009

- Graduated in Fine Arts, Final project on animation

Skills

Traditional Art Background
Experience in scrum methodology

Training in traditional animation
Storytelling ability

Training in stop motion
Training in acting and improv

software

Maya (expert)
MEL scripting (intermediate)
After Effects (advanced)
Unity 3D (advanced)

Adobe Photoshop (advanced)
Adobe Premiere (advanced)
Adobe Illustrator (advanced)
3D Max (intermediate)

Blender (advanced)
Toon Boom (intermediate)
Plastic Animation Paper (advanced)

Interests and Hobbies

Animated short film direction
Music composition

Magic, performing arts and improv
Stop motion model making

Drawing, painting and sculpting
Rock climbing

Animation Awards

2008 First Award
2010 First Award

Contest "D'animacions per la pau"
Short film contest "Radio Nacional de España"

Barcelona, Spain
Madrid, Spain