

Personal Profile

I am a 3D animator specializing in creature animation. I have nearly seven years of experience in companies, working on visual effects, feature films, television series and video games projects.

I am a highly motivated person who loves animation. I am very creative and detail-oriented. I am constantly studying to improve my skills. In all my previous work experiences, I showed good teamwork and problem solving skills.

Courses

Independent Film Direction and Production

La Factoría del Guion Jan - Feb 2026

Color in Cinema

El color en el cine (Sandra Iurcovich, Claudio Beiza) August - October 2025

Introduction to Python in Maya

Planeta CG July 2025

Illustration Workshop with TB Choi

La Galería Roja 30th, 31st May, 1st June 2025

Production, promotion and distribution of fiction series: Showrunner (150h)

RTVE Instituto Oct 2024 - Feb 2025

Screenwriting Workshops

RTVE Instituto

Cinematographic Fiction Oct 2025 - Jan 2026

Another Way

Another Narratives: Training for committed screenwriters April - June 2025

La Factoría del Guion

TV Series Feb - June 2025

Film & TV Advanced Oct 2023 - Feb 2024

Comedy Nov - Dec 2023

Film & TV Intensive 5th - 27th July 2023

Theatrical Improvisation Workshops

Impro Madrid

Advanced level Jan - June 2023

Movimiento Impro

Mid level 2019 - 2020

Initiation level 2018 - 2019

Marketing online

IAB Spain and Google 2014

Professional Work Experience

3D Animator

November 2023 - March 2025

Saber Interactive Spain (Madrid, Spain)

3D Animator in the video game "Turok: Origins" (Gameplay)

- Keyframe and mocap animation // Naturalistic animation style // Body mechanics.
- Mainly Creature Gameplay Animator // Some Humans finishers and locomotion animations.

3D Animator

September 2023 - October 2023

Keplerians (Irun, Spain)

3D Animator in the video game "Ice Scream 8: Final Chapter" (Cinematic)

- Keyframe animation // Naturalistic animation style // Acting and body mechanics // Characters

3D Animator

October 2022 - March 2023

El Ranchito (Madrid, Spain)

3D Animator in VFX Projects

- Shadow and Bone Season 2 (TV Series) (Creature animator, volcras and Nichevo'ya)
- La Unidad Season 3 (TV Series) (Humans, vehicles and weapons)

- Keyframe animation // Naturalistic animation style.

3D Animator - Freelance

June 2021 - October 2022

Luma Pictures (Melbourne, Victoria, Australia)

3D Animator in VFX Projects

- Spider-Man: No Way Home (VFX movie)
- Doctor Strange in the Multiverse of Madness (VFX movie)
- Thor: Love and Thunder (VFX movie)
- I am Groot Season 1 and 2 (TV Series)
- Ant-Man and the Wasp: Quantumania (VFX movie)

- Characters, creatures, cameras and objects animated // Keyframe and mocap // Naturalistic and stylized animation style.

3D Creature Animator

February 2021 - May 2021

El Ranchito (Barcelona, Spain)

3D Animator in VFX Projects

- Locke and Key Season 2 (TV Series) (Giant and real size spiders)
- Ferie: The Darkest Light (TV Series) (Quadrupedal creature)

- Keyframe animation // Naturalistic animation style.

3D Animator

November 2019 - July 2020

Genera Games (Seville, Spain)

3D Animator in several mobile video games projects.

- Survival zombie video game; an animals video game; and Tuscany Villa video game.
- Animals, humans and objects animated // Keyframe animation // Naturalistic animation style.

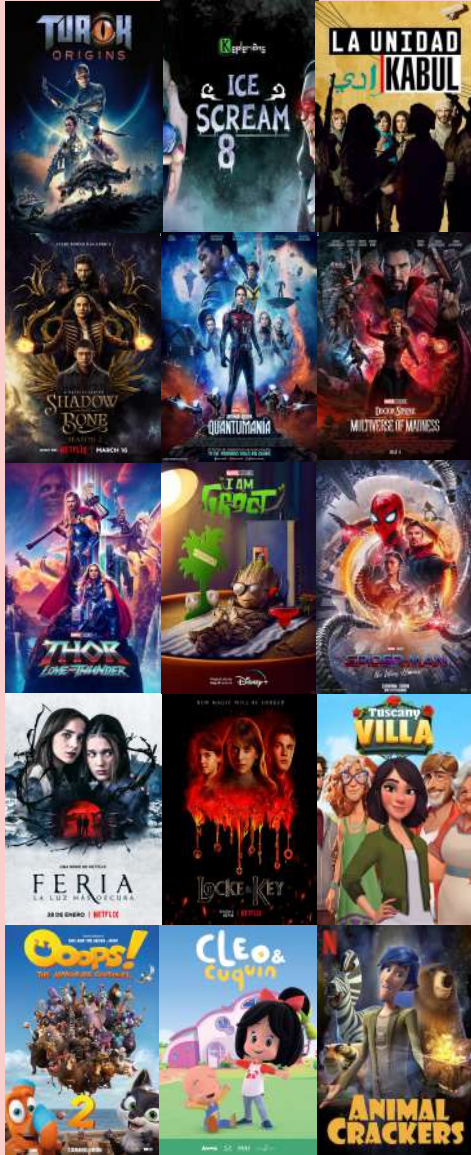
3D Animator

March 2019 - October 2019

Moetion Films (Galway, Ireland)

3D Animator in the project "Ooops! 2 The Adventure Continues..." (Animated Feature Film).

- Creatures // Stylized animation style // Keyframe animation // Body mechanic and acting.
- Main and secondary characters animation.
- At the last part of the project, I was helping with crowd animation and implementation.



Professional skills

Maya/ 3ds max / Unreal/ Unity
 Flow Production Tracking/ Ftrack/ Jira
 AnimBot/ Studio Library
 Photoshop/ Illustrator/ InDesign
 After Effects/ Premiere
 Keyframe/ Mocap

Languages Spoken

Spanish - Fluent (native speaker)
 English - Good Working Knowledge

Other information

Winner of I edition of Creative Campus Awards on Animation 25th June 2025

I am able to adapt to new situations
 Available worldwide and fulltime
 Driving Licence (Type B)

Professional Work Experience

3D Animator - Collaboration

August 2018 - October 2019

Hells Disease (Video game's name) (Barcelona, Spain)

3D Character Animator in a computer video game project.

-Main characters, a young girl and a firefly// Stylized animation style// Keyframe animation.

Mid 3D Character Animator

November 2016 - August 2017

Anima Kitchent (Las Palmas de Gran Canaria, Spain)

3D Character Animator in the project "Cleo&Cuquin" (Animated TV Series).

- Characters and animals// Body mechanic and acting// Stylized animation style// Keyframe animation.

3D Character Animator

May 2016- July 2016

Locked Dragon Animation and VFX (Santiago de Compostela, Spain)

3D Character Animator in the project "Animal Crackers" (Animated Feature Film).

- Characters and animals// Body mechanic and acting// Stylized animation style// Keyframe animation.

2D/3D Animator, Rigger and Skinning

September 2015 - January 2016

Gökotta Studio (Albacete, Spain)

Partner and Responsible for the animation, rigger and advertising functions

// Plutonium FREE Videogame

- Video games and Web Gamification// Body mechanic and acting shots.

- Stylized animation style// Keyframe animation.

Education

Concept Art and Illustration Degree

Sep 2022 - Oct 2024

School of Jean Fraise

Advanced course of character design/ environment/ props/ costumes, 3D, textures, lighting, color, materials, historical evolution of costumes/ architecture, keyframes... Drawing, perspective, design, painting, color, lighting, anatomy, character/ environment/ props design, storytelling.

Creature Animation Workshops

iAnimate. Online Animation Training (California, Los Angeles, United States)

CW3: Flight School and Fantasy Creature (Instructor: Brendan Body) July - Sep 2020

CW2: Animal Behavior (Instructor: Erik Morgansen) April - June 2020

CW1: Quadruped Locomotion (Instructor: Darryl Purdy) October - December 2018

Master's Degree - 3D Character Creation and Animation

2013 - 2015

Specialization in Advanced Animation Film

Animum Creativity Advanced School (Malaga, Spain)

3D Generalist/ Animation Speciality (Instructors: Viki Amores, Kike Oliva, Roger Giménez)

Bachelor's Degree - Advertising and Public Relations

2008 - 2013

University of Seville (Seville, Spain)

Graphic Designer - Intership. Avantine Consultores S.A. October 2012 - December 2012

Producer. Addfun Agencia de Comunicación. Inter-university competition in Creativity and

Design "De la clase a la cuenta". January 2012 - July 2012