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EMPLOYMENT

May - July 2008 : 3D Generalist

Ranchito FX

I worked at the starship Pluton BRB Nero for a TV serie with the same name

March 2007 - February 2008 : 3D Generalist & Technical artist

Serena Digital S.L.

I worked in several commercials

January 2005 - September 2006 : Architectural Freelance

I work making 3D building for visualization

EXTRA

Zuloark.org

3D Consultant

Realego.es (Architecture´s study)

3D Consultant

EDUCATION

Fxphd..com April term (2009 - 04 - 13 / 2009 - 06 - 29)

Intro duction to Houdini

Introduction to Massive

Particles and Dynamics using Realflow

April 2006 - February 2007 : Master in Direction & Digital animation film production

CEV / Camilo Jose Cela University

Maya, Combustion, PhotoShop, MoCap , Animation & Acting (Miguel A. Fuertes as teacher)

December 2005 : Realflow course

Next Limit

May 2005 : Animation & Acting course of Miguel A. Fuertes

CEV

October 2002 - March 2004 : Degree "Digital Multimedia"

Trazos School

Maya, Xsi, Web design, Composition with Jaleo, Graphic design

2000 - 2002 : Science of the sea

UCA (University of Cadiz)

SKILLS

Maya (+ Mental Ray)

Realflow (fluid simulations)

Massive (crowd simulations)

Houdini (particles and dymanics)

Photoshop and Nuke

INTEREST

Videogames , Animation (2D and 3D),Cine , Sea sports, Learn new things and read.

LANGUAGES

Spanish (mother lenguaje)

English level Upper intermediate.

REFERENCES (ask for them)
