

EXPERIENCE:

-2008 May – Today(2010): Edda Animation. (Barcelona.spain)

Lead CG Artist

I worked on the lighting, rendering, effects and composition under the orders of my CG Director and supervising my small team. Worked in 2 TV series projects, videogame and commercial projects. Software: Softimage XSI, Autodesk Combustion.

-2006 February – 2008 May: Ludicus Contest S.L. Games. (Barcelona.spain)

Modelling, lighting, shading and Compositing Supervisor

I was final look supervisor in 3D scenes, including all aspects: modeling, lights, shading and composition, always under the orders of my CG Director and supervising my team. Software: Autodesk 3d Studio Max, V-Ray, Photoshop, Autodesk Combustion.

-2008 January: Happy End Pictures S.L. (Barcelona.spain)

CG Artist

I worked on “*Casanova video clip*” This video clip represented Andorra in preselection phase Eurovision 2008. I worked on the modelling, lighting and shading, camera layout, scene setup (render passes). Software: Softimage XSI

-2005 December – 2006 January: Ogilvy Interactive.(Barcelona.spain)

CG Artist

I worked on the modeling, lighting & shading, animation and rendering of cartoon characters (design by Paco Corachan) in the “*Caravana Donettes*” Project as freelance 3D artist. Software:Softimage XSI.

-2005 November– 2005 December: GPM Factoria Internet/Enne entertainment. (Salamanca.spain)

CG Supervisor

I was final look supervisor in 3D scenes, including all aspects: modeling, lights, shading and animation. I worked for the video game “*Actos de Conquista*”. Software: Softimage XSI, Autodesk 3ds Max

-2005 March– 2006 February: Barcelona active S. A. (Barcelona.spain)

3D Teacher

I worked as 3d teacher (virtual environments and animations). Software: Autodesk 3d Max.

-2005 June– 2005 December: Edda Animation. (Barcelona.spain)

3D Artist

I worked as sets & props modeler for the trailer of a CG Animation Film project “*Tauronia*”. Software: Softimage XSI.

-2005 February– 2006 February: Bangle Group. (Barcelona.spain)

3D Artist

I worked as freelance 3D artist modelling, lighting & shading and animating 3D characters for multimedia projects. Software: Softimage XSI, Autodesk 3d Max, adobe Photoshop.

-2004 October – 2005 October: 9 Zeros (Barcelona.spain)

3D Supervisor training center

I worked as 3d supervisor of the 3d animation master. Software: Softimage XSI.

-2003 – 2005: TVE Catalunya (Barcelona.spain)

3D Instructor

I worked as 3d instructor for the 3d staff of TVE Catalunya in different courses over two years. Software: Softimage XSI.

-2003 – 2004 (one month): E-motion Studio (Barcelona.spain)

3D Artist

I worked as 3d artist in the “*Actimel-Team*” TV commercial. I worked on modeling, lighting and shading of different sets & props. Software: Softimage XSI, Autodesk 3d Max.

-2003 October – 2004 October: 9 Zeros (Barcelona.spain)

3D instructor training center

I worked as 3d instructor of the 3d animation master (modeling, lighting and shading). Software: Softimage XSI, Adobe Photoshop.

-2002 – 2003: Bren Entertainment (Filmax Animation). (Santiago de Compostela.spain)

Lighting & shading supervisor “El Cid , the legend” (traditional animation film).

I worked as lighting & shading supervisor in the small CG team that created all CG shots and effects for this film. Also I worked on modelling sets and composition, camera layout, scene setup of some shots. Software: Softimage XSI, Adobe Photoshop and Autodesk Combustion.

-2001 December : Filmax Animation (Barcelona.spain)

Softimage XSI Instructor

I worked as 3d instructor for the 3d staff of Filmax Animation for the feature film “El Cid, the legend”. Software: Softimage XSI.

-2000 October – 2001 October: Fack d’Art Media Art Institute (Barcelona.spain)

3D instructor training center

I worked as 3d instructor of the 3d animation master (modeling, lighting and shading). Software: Softimage XSI, Adobe Photoshop.

-2000 – 2001: Nectar & Konic Audiovisuals (Barcelona.spain)

3D Artist

I worked as 3d generalist in commercials, education and medical videos. Software: Maya Alias/ Wavefront, Adobe Photoshop.

-1999–2000: Freelance. (Barcelona.spain)

CG Artist

Some freelance works as CG artist and animator. Software: Softimage 3d v.4, Discreet 3d Max, Adobe Photoshop.

-1998– 1999: Miratges. (Barcelona.spain)

CG Artist

I worked as 3d generalist, modeling, lighting & shading and animation of cartoon characters. Software: Softimage|3D v.4, Discreet 3d Max, Adobe Photoshop.

-1996–1998: Freelance. (Valencia.spain)

CG Artist

Some freelance works as CG artist in Info-architecture and Industrial design projects. Software: 3dstudio R4, Discreet 3d Max, Adobe Photoshop.

EDUCATION:

- Master of Synthesis Images and Computer Animation, in Fak d'Art Media Art Institute Barcelona (1998-1999). Software: SoftImage|3D.

-Industrial Design. Completed studies in "Centro de estudios Barreira". Valencia (1992-1996).

-Third course in the Escuela Técnica Superior de Ingenieros Industriales. Valencia University (1987-1992)

3D Seminars:

-Autodesk Mudbox seminar by *Alex Huguet* "metamesh" (20 hours) Pepe-School-Land. Barcelona 2008 March.

-V-Ray seminar by *JJ Palomo* "3DBlasphemy" (20 hours) Pepe-School-Land. Barcelona 2007.

HARDWARE AND SOFTWARE:

-Software: Autodesk Softimage XSI, Autodesk 3d Max, V-Ray, Softimage|3D, Maya Alias/ wavefront, Autodesk Combustion, Adobe Photoshop, Adobe Premiere, Autodesk Mudbox.

-Hardware: Proficient with windows PC workstation

PROJECTS:

Films:

- Tauronia: I worked as 3d sets & props modeller for the trailer of a CG Animation film Project. Software: XSI and Combustion.

-El Cid, The Legend: In this project we were a very small cg team of six people, I was lighting & shading supervisor and I work from modelling to shading, setup and composition. We worked on more than 150 shots with sets, props, crowds, vegetation, effects and other special shots.

(Animation Film. Filmmax Animation). XSI <http://www.filmmaxanimation.com>

Series:

-Sweesters: Virtual Room(season 1&2): Lead CG Artist, responsible for the creation of the lighting, shading, composition in the studio.

(cg animation series.Eddadesign).Software: XSI, Combustion
<http://www.sweesters.com>

Others:

-Commercials: - **Actimel Team:** I worked on the modeling and shading of sets & props in E-motion Studio for the tv commercial campaing. Software: Softimage XSI, Autodesk 3d Max.

-Game projects: - **Actos de Conquista:** I was final look supervisor in 3D scenes, including all aspects: modeling, lights, shading and animation. Software: Softimage XSI, Autodesk 3ds Max.

<http://www.enne.es/ac/>

Contact: Josep M^a Sáez Sendra -- pepnoi@gmail.com – www.pepnoi3d.com