Jesus Mas

3D Character Animator

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Skills

- Understanding of the human body movements and the physics applied to animation.
- Strong background of the 12 animation principles, acting and cartoon style.
- Keyframe animation capacity for both gameplay and CGI.
- Advanced proficiency in Maya and Unity as well as Unreal knowledge.
- Layout aptitude and knowledge of audiovisual narrative and image composing.
- Pipeline knowledge of an animation studio and video game studio.
- Ability to work as a team, communicate with other departments and receive feedback.
- Creative aptitude, ability to work across a variation of styles and quick learning.

Released Proyects

- Arico: Tales From the Abyss (in development) 🎮
- My Little Pony: A Zephyr Heights Mystery (2024) 🎮
- Cry Babies Magic Tears: The Big Game (2023) 🎮
- Master Chef: The Official Video Game (2023) 🎮
- Hotel Transilvania: Scare Tales Adventures (2022) 🎮
- Paw Patrol: City Calls (2020) 🎮
- Madrid 2120 (2020) 🎬
- Paw Patrol: Mighty Pups Save Adventure Bay (2019) 🎮

Experience

- **Drakhar Studio, 3D Character Animator, Lead Animator**
  SINCE 06/2019, SANTA CRUZ DE TENERIFE, SPAIN
  Gameplay and cinematic animation. Animation team and rig team supervisor. Storyboard development and layout for cinematics. Engine implementation.

- **Foxter Studio, 3D Character Animator**
  02/2023 - 05/2023, SANTA CRUZ DE TENERIFE, SPAIN
  Gameplay Animator. Engine Implementation

- **Next Step App Developers, 3D Character Animator**
  05/2019, SANTA CRUZ DE TENERIFE,SPAIN
  MOCAP cleaning and 3D animation. Engine implementation.

- **Lightbox Academy, 3D Character Animator**
  09/01/2018 - 11/30/2018, MADRID,SPAIN
  Participation as 3D character animator in "Madrid 2120" short film. Directed by José Luis Quirós and Paco Sáez. This allowed me to be part of an animation studio pipeline and learn how it works first hand.

- **Geodomes, 3D Generalist**
  07/01/2016 - 10/30/2017, MADRID,SPAIN
  Modeling, texturing and illumination of 3D environments, camera animation and pass rendering in 360° format to its projection in geodesic domes. VFX and retopology.

Education

- **Lightbox Academy, 3D Character Animation**
  01/08/2019 - 05/27/2019, MADRID,SPAIN
  High specialization in acting and cartoon animation.

- **Lightbox Academy, 3D Character Animation**
  10/09/2017 - 08/07/2018, MADRID,SPAIN
  Basic and advanced 3D character animation. Deep learning of the 12 animation principles and body mechanics as well as layout and pipeline study.

- **C.E.V., HND in Creative Media Production**
  10/15/2014 - 06/30/2016, MADRID,SPAIN
  3D modeling and animation, concept art, drawing techniques and 2D digital graphics, game development and programing, CGI rendering and lighting, filming and video editing, VFX and physics simulation.

Achievements

- Provide the necessary work methodology and pipeline to develop the animation department in the studio where I have previously worked, thus achieving the transition to become a Lead Animator and oversee the animation team.
- Participation in the short film "Madrid 2120" at Lightbox Academy, Goya award in 2020.
- My study team and I won an award for designing one of the best degree projects of our grade in C.E.V. academy.
- Being able to program while learning almost all of our game degree project with remarkable result. Our game was a platform game with access to minigames and shooter mechanics. I spent a lot of time and effort on this part and I'm really proud of the result even though programming is not my main goal.
- Hard work as shop assistant to be capable of affording my first official studies in the 3D field.