



Alejandro Molano Gutierrez

Character Animator

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Demo reel: <http://amolano.com/demo-reel/>

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PROFESIONAL EXPERIENCE

2016 - Present	Amusement Park - Ilion Animation Studio (<i>Paramount studios film</i>)	Character Animator
2016	Tadeo Jones 2 - Lightbox Animation Studios (<i>Preproduction and production</i>)	Lead Animator
2015	Advanced 3D Character Animation - Animum	Tutor
2015	Capture the Flag - Lightbox Animation Studios (<i>2016 Goya Winner</i>)	Character Animator
2014	Scooby Doo! - Genera Games	Character Animator
2013	Space Racers - Genoma Animation	Character Animator
2013	Mario Animum: The First 3D Monologist - Animum	Character Animator
2013	Cuerdas - Short by Pedro Solis (<i>2014 Goya Winner</i>)	Character Animator
2010-2011	Benova Digital (<i>Facial expressions, props and environments for a TV show</i>)	Graphic Designer
2007-2010	BitART New Media	Graphic Designer
2006	Trido IT-Groep (<i>Netherland</i>)	Graphic Designer

EDUCATIONAL BACKGROUND

2012-2013	Advanced 3D Character Animation - Animum (<i>Mentors: Roger Gimenez, Hector Godoy and Maxi Diaz</i>)
2006	Graphic Design - INUTEC Visual Arts y Design
2004-2006	Avanced technician in Telecommunication systems and Informatics - Politecnica Ikastegia Txorierri
2013	Technological high school diploma - Politecnica Ikastegia Txorierri

LANGUAGES

Spanish	Native language
English	Intermediate (<i>3RD grade in Bilbao Chamber of Commerce</i>)
Basque	Intermediate

SOFTWARE SKILLS

Autodesk Maya	Advanced
Autodesk 3ds Max	Advanced
Adobe Photoshop	Advanced
Adobe After Effects	Intermediate