



Alejandro Molano

Gameplay and Cinematic animator

CONTACT

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📍 Madrid, Spain

ABOUT ME

Character animator with **over 10 years of experience** in the industry. Throughout my career I have worked on a wide variety of projects, developing expressive and dynamic characters. My passion for animation drives me to continue honing my skills and taking on new creative challenges.

SOFTWARE SKILLS

- Autodesk Maya
- Unreal Engine
- Autodesk MotionBuilder
- Adobe Suite

MANAGEMENT

- Jira
- Perforce
- Confluence
- Office Suite

LANGUAGES

- Spanish:
Native language
- English:
C1, daily work language.

PROFESSIONAL EXPERIENCE

Tequila Works 2018-Present

Create high-quality animations for both gameplay and cinematics. Implement animations into Unreal Engine, with focus on visual appeal and game feel. Direct and supervise internal and outsourcing teams. Define animation style in coherence with the project's creative vision.

- Unannounced project - Animation Director
- Song Of Nunu: A League of Legends Story - Riot Forge - Lead Animator
- GYLT (Google Stadia launch title) - Senior Animator

MercurySteam 2017-2018

Develop both keyframe and motion capture animations, covering a wide variety of actions, from acting with a focus on subtleties and facial animation to realistic physical body actions.

- Spacelords - Senior Animator

Illion Animation Studios (Paramount studios) 2016-2017

- Wonder Park - Character Animator

Lightbox Animation Studios 2015 - 2016

- Tad Jones 2: The Secret of King Midas (Goya Winner) - Lead Animator
- Capture the Flag (Goya Winner) - Character Animator

Genera Games (Scopely) 2014

- Scooby Doo! - Character Animator

Genoma Animation 2013

- Space Racers - Character Animator

Animum 2013

- Mario Animum: The First 3D Monologist - Character Animator

Short film by Pedro Solis 2013

- Cuerdas (Goya Winner) - Character Animator

Benova Digital 2010-2011

Facial expressions, props and environments for a TV show - Graphic Designer

BitART New Media 2007-2010

Graphic Designer

Trido IT-Groep (Netherland) 2006

Graphic Designer

TEACHING AND SPEAKER EXPERIENCE

2021-Present

Master of Videogames Arts - U-tad University of Technology and Digital Arts - Teacher

2015-Present

Advanced 3D Character Animation Master - Animum - Teacher

2024

Video Games Animation. Techniques to help Gameplay - Unir University - Speaker

2022

The path of animation, from Cinema to Video Games - Voxel School - Speaker

2021

Legend of the lombax - Documentary about Ratchet & Clank - Webedia - Speaker

EDUCATIONAL BACKGROUND

2012-2013

Advanced 3D Character Animation Master- Animum

2006

Graphic Design - INUTEC Visual Arts y Design

2004-2006

Advanced technician in Telecommunication systems and Informatics - Politecnica Txorierri