

EDUCATION JUN 2012
JUN 2013



Game Design DIPLOMA with HONOURS

Vancouver Film School

- Excellence in Story for “Requies Aeterna”.
- Best Game Concept for “Vector’s Revenge”.
- Best Final Project for “Chromeras”.

AUG 2004
AUG 2007



Film and 3D Animation BACHELOR

Westbridge Film School

PROJECTS
Games APR 2014
JUN 2014



ESCAPE: DIGITAL- 3D Artist

Curse of the Temple by Queen Digital Games

- Environmental art, lighting and effects in Maya and Unity.

AUG 2013



BOXIMALS- QA

Mobile game by Victory Square Games

- Quality Assurance for “Boximals” on Android.

JAN 2013
MAY 2013



CHROMERAS - Artist/Animator

VFS Student Project

- Built characters in Maya and imported into Unity.

DEC 2018
ONGOING



LOVE CRYSTALS - Game Designer

Mobile Game for KalanHa. Based on Masaru Emoto’s Water theory.

- GDD, level and pipeline design.

Movies FEB 2016
DEC 2018



NERDANDERTHAL - Animation Coordinator

3D Animated feature film by Imagination Films

- Link between the Animators and the Director.

JUL 2014
FEB 2015



SELECCIÓN CANINA - Animation Coordinator

3D Animated feature film by Imagination Films

- Link between the Animators and the Animation Supervisor.

Short Film FEB 2015
MAY 2015



ASCENSIÓN - Animation Supervisor

3D Animated short directed by Samantha Pineda and Davy Giorgi

- Lead of the animation department.

Youtube JAN 2019
ONGOING



LITTLE ANGEL - Animation Coordinator

3D Animated songs for the channel Little Angel.

- Link between the Animators, Supervisor and Director.

TOOLS

