



ALEJANDRO MARTÍN

3D CHARACTER ANIMATOR

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CONTACT

PROFILE

I am a 3D character animator with intuition and an eye for detail. Experienced in production environments, receiving feedback from the Animation Director and Supervisor and collaborating with other Animators and the Rigging team, always pursuing a more efficient pipeline with custom scripts and tools. I am excited to join a team-working production and start animating!

EDUCATION

**MASTER IN
3D CHARACTER ANIMATION**
ECIB | 2021 - 2022
Lip-sync · Advanced Acting

DEGREE IN ANIMATION
ECIB | 2019 - 2021
2D · StopMotion · 3D

THEATRE ACTING
ÈOLIA THEATER SCHOOL
2021 - 2022

TOOLS

-  AUTODESK MAYA
-  ANIMBOT
-  PYTHON
-  SHOTGRID

LANGUAGES

English (Fluent)
Spanish (Native)
Catalan (Native)

EXPERIENCE

3D ANIMATOR - THREE BAGS FULL
PANOT STUDIO (BARCELONA, SPAIN) | JUN 2025 - SEP 2025

Working remotely for Framestore London on the animation of hyper-realistic sheep. Using precise references for all movement, animating lip-sync and following direction from the Supervisor.

JUNIOR/MID 3D ANIMATOR - DIE SCHULE DER MAGISCHEN TIERE 4
LUMATIC (BERLIN, GERMANY) | NOV 2024 - JUN 2025

Continued exploring a more stylized animation look through new characters and parkour sequences, pushing the appeal. Developed tools with Python and MEL that helped the animation department.

JUNIOR 3D ANIMATOR - DIE SCHULE DER MAGISCHEN TIERE 3
LUMATIC (BERLIN, GERMANY) | NOV 2023 - JUN 2024

Maintaining the deadlines, I worked on a wide range of sequences problem-solving and finding the comedic timing. Animated a variety of animal characters with lip-syncs, studying references and learning from their anatomical behaviours.

3D CHARACTER ANIMATOR FOR SHORT FILM - EL MEGA ROBO
ECIB (CINEMA SCHOOL OF BARCELONA) | OCT 2022 - SEP 2023

Collaboration with the Director and other animators, I realized ideas and constructed the story from beginning to end.