

Cristian Soler Sierra

Technical Director

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Location: Valencia, Spain

Portfolio: <https://crisosie.github.io/index2>

Capable and thorough technical director with over 3 years of experience in fixing production tools with robust, stable code for high-end animation studios. Eager to support your dev team creating intuitive UIs and effectively patching production-stopping bugs. In previous roles, I checked and fixed 100+ bugs in 6 months, and fully developed 5 production-ready tools among others.

EXPERIENCE

Skydance Animation, Madrid— *Junior Technical Director*

APRIL 2020 - PRESENT

- Collaborated during 1 year to reduce overall bugs to <80 from an initial ~200+15 bugs/week.
- Developed 2 full Maya tools for Shading and Modelling.
- Redesigned 1 Maya tool UI for Lighting.
- Maintained Lighting, Shading, Modeling, Layout, Final Layout and Animation Departments' tools.
- Polished farm dispatcher and file management system.
- Helped to stabilize production after Skydance Animation bought Ilion Animation.

Ilion Animation, Madrid— *Junior Technical Director*

OCTOBER 2019 - APRIL 2020

- Checked and fixed 100+ bugs in the first 6 months.

Bikes AIE, Valencia— *Junior Technical Director*

MAY 2018 - SEPTEMBER 2018

- Developed 1 deep cleaning tool for Maya scenes.
- Optimized 1 Lighting rigging tool.
- Performed general bug fixing.

Barreira Arte y Diseño SL, Valencia— *Junior Technical Director*

OCTOBRE 2017 - MAY 2018

- Put together 1 procedural dust FX tool for Maya.
- Managed hardware and network security issues.

SKILLS

Programming Languages

ADVANCED EXPERTISE

Python · C++ · PySide2 · PyQt

GENERAL EXPERTISE

MEL · C#

BASIC EXPERTISE

HTML5 · CSS3 · C · Java

Computer Graphics

GENERAL EXPERTISE

OpenGL · glsl

Software

ADVANCED EXPERTISE

Autodesk Maya

GENERAL EXPERTISE

Adobe Photoshop · Unity ·

Adobe Premiere

BASIC EXPERTISE

Shotgun · Blender

EDUCATION

Universidad Rey Juan Carlos, Madrid — *Masters Degree on Computer Graphics, Virtual Reality and Videogames*

SEPTEMBER 2018 - OCTOBRE 2020

- Learned OpenGL and CUDA.
- Got introduced to animation algorithms, physically-based rendering (PBR) and fluid simulation.

De Montfort University, Leicester — *Games Programming (Erasmus Program)*

SEPTEMBER 2016 - JULY 2017

- Joined for a year the European Erasmus Program.
- Expanded my knowledge on Game Engines.
- Discovered mobile automation programming for robots.

Universidad de Valencia, Valencia — *Multimedia Engineering*

SEPTEMBER 2013 - JULY 2018

- Learned basic computer graphics algorithms.
- Learned animation algorithms and implemented them on Blender.
- Learned about Color Theory, UI Design and Mass Media Communication.
- Learned web programming and web design.

LANGUAGES

SPANISH

Native proficiency

ENGLISH

Professional working proficiency

CATALONIAN

Full professional proficiency

FRENCH

Full professional proficiency

GERMAN

Elementary proficiency

MANDARIN

Elementary proficiency

HOBBIES

2D Animation · Origami · Classical Music · Travelling · Stylized NPBR shaders

PROJECTS

Spellbound (2022) · Luck (2021) · Blush (2021) · Bikes, The Movie (2018) · StarRock (2018)

AWARDS

Bikes, The Movie (2018)

GOYA XXXIII BEST ANIMATION FEATURE (NOMINEE)