





Cristian Soler Sierra

Technical Director

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Responsible and thorough Technical Director with over 4 years of experience designing and optimizing processes and tools for high-end animation studios. I am looking forward to providing the toolsets required to support Walt Disney's Animation efforts to implement innovative state of the art pipeline solutions. In previous roles, I was involved in mentoring apprentices; solved production-specific problems for the Lighting and Shading departments; and designed user-friendly tools fit for production needs.

EXPERIENCE

APRIL 2022 – PRESENT	Surfacing Technical Director / Mikros Animation, Montreal <ul style="list-style-type: none">• Maintained production tools for Maya and Katana and developed new features for the Lighting, Shading, Previz and Grooming departments.• Helped develop Mikros' NPBR Arnold toon shader.• Improved quality of life for artists through quality checks.• Became involved in mentoring apprentices and other Technical Directors.
OCTOBER 2019 – APRIL 2022	Junior Technical Director / Ilion Animation/Skydance Animation, Madrid <ul style="list-style-type: none">• Maintained and extended the pipeline tools available for the Lighting, Shading, Modeling, Layout, Set Dressing and Compositing <u>departments</u>.• Involved in the development of a new Maya pipeline for the Lighting department designed to light scenes on a sequence level.• Polished the farm dispatcher and the file management system.
MAY 2018 – SEPTEMBER 2018	Junior Technical Director / Bikes AIE, Valencia <ul style="list-style-type: none">• Provided new tools to facilitate the process of cleaning Maya scenes.• Optimized the studio's light rigging system.
OCTOBER 2017 – MAY 2018	Junior Technical Director / Barreira Arte y Diseño SL, Valencia <ul style="list-style-type: none">• Developed a procedural dust FX tool for Maya.• Managed hardware and network security issues.

EDUCATION

SEPTEMBER 2018 – OCTOBER 2020	Masters Degree in Computer Graphics, Virtual Reality and videogames / Universidad Rey Juan Carlos, Madrid <ul style="list-style-type: none"> • Used OpenGL and CUDA to approach foundation rendering and sorting algorithms. • Studied both global illumination rendering techniques and non-physically based rendering algorithms. • Studied advanced animation and fluid simulation algorithms.
SEPTEMBER 2016 – MAY 2017	Games Programming (Erasmus Program) / De Montfort University, Leicester <ul style="list-style-type: none"> • Joined the European Erasmus Program for a year. • Started learning Unity and collaborated implementing a game engine.
SEPTEMBER 2013 – MAY 2018	Bachelor's Degree in Multimedia Engineering / Universidad de Valencia, Valencia <ul style="list-style-type: none"> • Implemented foundational computer graphics and animation algorithms using OpenGL and Blender. • Studied mathematical fundamentals such as algebra, trigonometry, and numerical methods. • Studied Color Theory, UI Design and Mass Media Communication.

SKILLS

- Advanced programming skills: Python, C++, Pyside3, PyQt
- General programming skills: MEL, C#, C, CSS3
- Basic programming skills: HTML5, Java, Lua
- General OpenGL, glsl
- Advanced Autodesk Maya
- General Katana, Unity
- Basic Shotgrid, Blender, Nuke, RV, Linux

LANGUAGES

Spanish · English · Catalanian · French · German · Mandarin

HOBBIES

2D Animation · Origami · Classical Music · Travelling · Toon / Stylized NPBR shaders · Photography

PROJECTS

Teenage Mutant Ninja Turtles: Mutant Mayhem (2023) · Spellbound (2023) · Luck (2022) · Blush (2021)
· Bikes, The Movie (2018) · StarRock (2018)

AWARDS

Bikes, The Movie (2018) · GOYA XXXIII BEST ANIMATION FEATURE (NOMINEE)