| Cristian Soler Sierra  Technical Director | **Phone:** +34 626 449 584  **Email:** cristianss\_66@hotmail.com  **Location:** Valencia, Spain  **Portfolio:** https://crisosie.github.io/index2 |
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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.

| EXPERIENCESkydance 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.  EDUCATIONUniversidad 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. | 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  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 |
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# PROJECTS

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

# AWARDS

## Bikes, The Movie (2018)

GOYA XXXIII BEST ANIMATION FEATURE (NOMINEE)