

CV



IVAN KRUGER - ivankruger@me.com - +34 684 345 668 - 36 age

It was 1999 when I finished my first infographic studies in Madrid. The following year I got a teacher's vacancy in Barcelona, then I signed up for some private photography classes and had the opportunity to start a new learning and experimentation period reading some essays about art, architecture, and cinematography in particular. From 2005 to 2009, in a recently founded cartoons animation company, I had a chance to put into practice and mature some working processes to speed up the production workflow. I worked in a total of seven different productions where I had an ever increasing responsibility to the extent of developing key measures that did perform a better strategy breakdown to the production process on that company.

This curriculum gets some activity memories, nothing else.

STUDIES

1997 - 1999 Master - 3D General Artist on Alias Power Animator and Maya. - SGI Superior School of Image and Sound - Madrid.
First of my promotion. Homologated.

2012 - 2016 Computer Vision - Python

Some readings and practices about recognizing and modifying images in real-time.
Because that field is practically unknown in Spain I got a weak, not bad, understanding through books.

PROFESSIONAL EXPERIENCE

2015 - 2015 Teacher - Escuela Superior de Imagen, Sonido y Efectos Especiales - TRAZOS
Maya classes: an introduction to 3D environment, fundamental terminology, and a more than succulent approximation to the keys of a hard-fascinating profesion.
Madrid

2005 - 2009 3D General Artist and Pipeline - Cartoons Digital Animation - Anera Films
Screenwriting developer, layout, previs, rigger and animator on seven productions targeted to infant public.
The introduction to this curriculum version (first paragraph in this page), refers to that vacancy mainly.
Barcelona.

2000 - 2003 Teacher - Escuela Superior de Imagen y Sonido - CEV
Manager and teacher of the 3d area in Barcelona. Maya clases: modeling, animation, rendering, dynamics, and final project. Planning developer for the annual course and seminars from 2 to 3 months for groups of 12 adults.
Festival exhibitions. Madrid, Barcelona.

TOOLS

Infography: Alias Power Animator 8.5 and Maya from the very first versión 1.0.
Vídeo: Final Cut Pro, Avid, Shake, Nuke, Photoshop, Aperture.
Work: Pages, Numbers, KeyNote.

PORTFOLIO

LinkedIn: <https://www.linkedin.com/in/ivankruger>

BUSSINES EXPERIENCE

At the age of 23 I started an enterprise somehow in a naive way and together with another partner, Qwertbcn Animation Studio. Initially targeted to marketing and architecture companies, we decided to create a business plan oriented to startup a computer animation school. We were helped by the Barcelona Activa's services. With the business plan recently finished we found economic colaboration from a third partner. Finally, facing a future's perspective in conflict with other goals, spiritually higher at that time, we decided to cancel the project (so the goals were succesfully attained). The years which passed since that experiment and some others, have woken up flairs hard to obtain otherwise.