

Hello, I'm Pau Mariné, a **character animator** from Barcelona.

I have +10 years of experience at Sauvage.tv working side by side with the creative director and founder *Ernest Desumbila*, doing a different range of roles inside the structure of the animation production.

My focus is to tell the story through pacing and movement.

I have a deep understanding of the different steps of the production. How images, sound and movement work together to convey emotions in service of the narrative, the role tools like composition, camera movement, and cinematography play, and how feedback between different production roles should work to ensure a smooth production.

Besides character animation, I'm also comfy doing tasks like:

- Animation direction
- Animatic
- Storyboard
- Character design
- FX animation
- Clean-up
- Edition+sfx

The tools I'm using right now are Blender, TVPaint, Moho, Shotgun (FPT).  
I have an easy time learning new software anyways.

I'm available and looking for remote opportunities right now.

Thank you for considering my profile.  
Cheers! Pau.

Watch my [Animation Reel](#)

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More:

- [Website](#)
- [Linkedin](#)
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