

Skills

Softwares

Photoshop, Illustrator, TVpaint, Toon Boom, Spine, After Effects, Flash, Cinema 4D.

Languages

Spanish (native), Catalan (native), English (fluent), French (fluent), Portuguese (high).

Work experience

Character Designer - **Boulder Media**

Designing characters for the 2D series Standing By.

Ireland (Remote)
04/2023 - Present

Character Designer & Illustrator - **Somos CADO**

Doing the whole character design for the brand mascot as well as creating illustrations for their online content.

México (Remote)
02/2023 - 04/2023

Character Designer - **Huevo Cartoon**

Designing characters for an unannounced TV series.

México (Remote)
11/2022 - 12/2022

Character & Prop Designer - **Mago Productions**

Designing characters and props & preparing them to be animated in Harmony for the TV series Polinopolis.

Barcelona, Spain.
02/2021 - 03/2022

Character Designer & Illustrator - **Moderna de Pueblo**

Designing characters and illustrating for the Moderna de Pueblo comics.

Spain (Remote)
01/2020 - 04/2021

Character & Prop Designer - **Wide Frame Studio**

Designing props and character turn arounds for the Moji-pops series.

Spain (Remote)
07/2019 - 09/2019

Lead Game Artist - **Amuse Animation Studio**

Creating and animating assets for preschool mobile games and leading the art department.

Paris, France.
06/2018 - 12/2018

Illustrator & Storyboard Artist - **Petoons Studio**

Making illustrations for the game Petoons Party and storyboarding for the new Petoons TV series.

Spain (Remote)
02/2018 - 08/2018

Character & Prop Designer - **airG**

Designing characters and props for a mobile game.

Vancouver, Canada.
01/2017 - 02/2018

Education

Animation and Concept Art - **Vancouver Film School**

I learned technical and professional skills to be a good artist.

Vancouver, Canada.
06/2015 - 06/2016

Animation and Illustration - **Escola d'Art Serra i Abella**

I obtained advanced drawing and basic animation abilities.

Barcelona, Spain.
10/2012 - 06/2015