

## Education

### ◆ 2019 October-November

Character Facial Rigging for  
Production Course (online)  
CGMA | Computer Graphics Master  
Academy

### ◆ 2014 February-March

Facial Rigging 101 Course (online)  
Rigging Dojo

### ◆ 2005 - 2006

Sotimage XSI 3D Generalist Master  
Course (650 h)  
Sintesys 3D Animation School  
San Sebastián (Spain)

### ◆ 2000 - 2005

5-year University Degree focusing on  
Computer Engineering  
Deusto University  
Bilbao – (Spain)

### ◆ 2000 - 2003

3-year University Degree focusing on  
Computer Software Engineering  
Deusto University  
Bilbao – (Spain)

## Languages

- ◆ **Spanish:** native
- ◆ **English:** Cambridge First Certificate +  
Advanced level studying (B2-C1)
- ◆ **Basque:** basic

# Izar Urcelay Azpeitia



izarurcelay@gmail.com



0034 686747917



Nieves Cano 6 St, 01006  
Vitoria-Gasteiz (Spain)



[www.3dizar.es](http://www.3dizar.es)

## Experience

### Pipeline Development & RnD

#### El Ranchito

- ◆ VFX films , series and  
commercials  
May 2019 - present
- Pipeline and RnD  
development
- Pipeline support

<b>3D TD &amp; Rigging &amp; Tools</b>	
<b>Hampa Studio</b> * Remote work	
<ul style="list-style-type: none"> <li>◆ <i>"Cry Babies 2"</i> and <i>"Bloopies"</i> series November 2018 - March 2019</li> </ul>	<ul style="list-style-type: none"> <li>- 3D Tools TD</li> <li>- technical support for 3D artists</li> </ul>
<b>Keytoon</b> * Remote work	
<ul style="list-style-type: none"> <li>◆ <i>"La Gallina Turuleca"</i> feature film October 2018</li> </ul>	<ul style="list-style-type: none"> <li>- 3D Sr. Prop Rigging Artist</li> </ul>
<b>UserT38</b> * Remote work	
<ul style="list-style-type: none"> <li>◆ <i>VW GOLF GTI</i> commercial October 2018</li> </ul>	<ul style="list-style-type: none"> <li>- 3D Character Rigging Artist</li> <li>- Scripting tasks</li> </ul>
<ul style="list-style-type: none"> <li>◆ <i>"No quiero estar sola"</i> short film July 2018</li> </ul>	<ul style="list-style-type: none"> <li>- Scripting tasks</li> </ul>
<b>Wise Blue Studio</b> * Remote work	
<ul style="list-style-type: none"> <li>◆ <i>"Paul McCartney 2018 World Tour"</i> videoclip June - July 2018</li> </ul>	<ul style="list-style-type: none"> <li>- 3D Character Rigging Artist</li> </ul>
<b>3D CG Technical Supervisor &amp; Rigging TD</b>	
<b>3d2dfrente</b> Madrid (Spain) *Remote & presential work December 2017 – February 2018	<ul style="list-style-type: none"> <li>◆ <i>"2001: Sparks in the Dark"</i> documentary for TCM channel (Turner Classic Movies)</li> </ul>
	<ul style="list-style-type: none"> <li>- 3D Technical Direction Supervisor (team about 15 workers in remote)</li> <li>- Pipeline definition</li> <li>- Asset management</li> <li>- 3D Rigging Artist (characters and props)</li> <li>- Scripting support</li> </ul>
<b>CG Technical Supervisor</b>	
<b>Zinkia Entertainment</b> Madrid (Spain) August 2015 – March 2017	<ul style="list-style-type: none"> <li>◆ <i>"Pocoyo 4"</i>, series (digital distribution)</li> <li>◆ <i>"Pocoyo Playset App"</i> (end of the project)</li> <li>◆ TV and Youtube Promotional pieces for <i>"Pocoyo"</i> series</li> </ul>
	<ul style="list-style-type: none"> <li>- CGI technical supervising (team about 45 employees for <i>Pocoyo Season 4</i>)</li> <li>- Pipeline definition</li> <li>- I+D development supervising</li> <li>- <i>Zinkia Asset Manager</i> software design, development supervising and project configuration</li> <li>- <i>Shotgun</i> setup for pipeline support</li> <li>- Render Farm Management Software (<i>Znk Croupier</i>) integration supervising</li> <li>- Render shots supervising</li> </ul>
<b>3D Supervisor</b>	
CV Izar Urcelay Azpeitia 3D Rigging TD, Tools, Pipeline	

<b>Zinkia Entertainment</b> Madrid (Spain) July 2011 – August 2015	<ul style="list-style-type: none"> <li>◆ <i>“Pocoyo Playset App”</i></li> <li>◆ TV and Youtube Promotional pieces for <i>“Pocoyo”</i> series</li> </ul>
	<ul style="list-style-type: none"> <li>- Supervising modeling – shading – setup&amp;rigging tasks for 3D asset database (team about 2 - 4 3D Artist)</li> <li>- Scripting 3D tools and other soft developments for pipeline needs.</li> <li>- Supervising fixing tasks post Animation Polish</li> <li>- Supervising render tasks</li> <li>- Department management tasks</li> </ul>
<b>Sr Rigging TD</b>	
<b>Filmax Entertainment</b> Santiago de Compostela (Spain) November 2009 – June 2011	<ul style="list-style-type: none"> <li>◆ <i>“Snowflake: the White Gorilla”</i> feature film</li> </ul>
	<ul style="list-style-type: none"> <li>- Character and Prop Setup &amp; Rigging</li> <li>- Asset Animation panels development</li> <li>- Scripting tasks for 3D tools and developments for the department</li> <li>- Fixing shots post Animation Polish</li> <li>- Some particles simulation FX shots</li> <li>- Render queue tasks</li> </ul>
<b>Freelance Character Rigging</b>	
<b>737 Shaker</b> Madrid (Spain) February – March 2010	<ul style="list-style-type: none"> <li>◆ <i>“Jelly Jamm”</i> series as a freelancer (half time)</li> </ul>
	<ul style="list-style-type: none"> <li>- Auxiliar Character Setup &amp; Rigging</li> </ul>
<b>Freelance Character Rigging TD</b>	
<b>Entropy Estudio</b> Zaragoza (Spain) November 2008 – April 2009	<ul style="list-style-type: none"> <li>◆ <i>“The Magic Tale”</i> feature film as freelancer (full time)</li> </ul>
	<ul style="list-style-type: none"> <li>- Scripting development for transferring MOCAP animation to facial rigs</li> <li>- Character Setup &amp; Rigging</li> <li>- Asset Animation panels development</li> </ul>
<b>Jr Rigging TD</b>	
<b>Bren Entertainment</b> Santiago de Compostela (Spain) January – August 2008	<ul style="list-style-type: none"> <li>◆ <i>“Perez 2; El Ratoncito de tus Sueños”</i> feature film</li> </ul>
	<ul style="list-style-type: none"> <li>- Prop Setup &amp; Rigging</li> <li>- Maintenance Character Setup &amp; Rigging during production</li> <li>- Fixing shots post Animation Polish</li> <li>- Fixing and cache Crowds</li> <li>- Scripting 3D tools</li> </ul>
<b>Trainee Rigging</b>	
<b>Bren Entertainment</b> Santiago de Compostela (Spain) June – August 2007	<ul style="list-style-type: none"> <li>◆ <i>“Donkey Xote”</i> feature film (end of production)</li> </ul>
CV Izar Urcelay Azpeitia 3D Rigging TD, Tools, Pipeline	

- Training developing different types of test rigs
- Fixing shots post Animation Polish

## Aditional Experience

### Masterclass: Technical Direction for Production team

Lightbox Academy & Mr Cohl  
Madrid (Spain)

October 2019

- ◆ Collaboration in Animation Production General Course Masterclass (9 hours, classroom + online course)

November 2018

- ◆ Collaboration in Animation Production General Course Masterclass (9 hours, classroom + online course)

November 2017

- ◆ Collaboration in Animation Production General Course Masterclass (9 hours, classroom + online course)

November 2016

- ◆ Collaboration in Animation Production General Course Masterclass (6 hours, classroom course)

Technical Direction & Technical Team for a CGI Animation Production

### Masterclass: Rigging, 3D Pipeline

Sintesys Animation School  
San Sebastian (Spain)

April 2012

- ◆ Online masterclass for Sintesys, 3D school (4 hours)

3D Pipeline, Rigging and Scripting

## Technical skills

3D CGI TD  
Setup & Rigging  
Scripting & Programming  
Pipeline  
Asset Management  
Artist Technical Support  
Fixing Animation

Maya  
Softimage

Rendering  
Arnold  
Mental Ray  
Deadline  
DrQueue

Shotgun  
Redmine

Python  
Javascript  
MEL  
JSON  
HTML  
CSS  
XML  
WordPress  
Java  
PHP  
C++  
Visual Basic  
Lingo

Photoshop  
After Effects  
Inkscape  
Lightroom  
Premiere  
Flash  
Director

Windows  
Linux

Painting  
Digital Photography

## Soft skills

Hardworking  
Accuracy  
Responsibility  
Management  
Communication  
Comprehension  
Empathy  
Teaching  
Dedication  
Imaginative  
Creativity  
Art  
Proactiveness  
Self motivation  
Sociable  
Leadership  
Encouraging

