

Iker J. de los Mozos Antón

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Birth: January 18th 1982 (Castellón, SPAIN)

Languages: Spanish (native), English (advanced), Catalán (native).

SUMMARY

With more than 6 years' experience working in a production environment, along with problem-solving capabilities, team co-ordination skills and excellent communication abilities, as demonstrated in my experience in teaching, seeking to develop my career in the field of development of CG characters.

SOFTWARE

- 3D Studio MAX + MAXScript: expert.
- V-Ray: expert
- Softimage + Python: expert.
- Maya: intermediate.
- Adobe Photoshop: expert.

EXPERIENCE

Rigging Supervisor

Kandor Graphics
www.kandorgraphics.com

May 2009 – August 2010

Project: 'Goleor, the scale and the sword'.

- > Working on the redefinition of the character pipeline on the studio, always looking for the most productive solutions while keeping the quality of the work.
- > Coordinating the people within the rigging team and the department itself inside the whole production plan.
- > Developing rigging and animation tools.
- > Giving support to the departments that are character related.
- > Building characters and props for our animated productions.

Rigging Technical Director

Kandor Graphics

April 2008 – May 2009

Projects: 'The missing lynx' (film), 'The missing lynx, trailer' (film), Puleva: dancing on the roof' (commercial), 'The lady and the reaper' (short film).

- > Improving the character pipeline of the studio.
- > Developing an automatic rigging system to produce characters that fit the company quality standards.
- > Developing tools and processes to manage characters and props throughout the pipeline and inside Animation department.
- > Build characters and props for our animated productions.
- > Fixing bad-looking deformations on the characters per shot.

On Line Rigging Instructor

Animum Live OnLine!

www.animumliveonline.com

February 2010 – Present

Project: 'Animum Live On Line'.

- > Designing an 'on line' rigging courseware with 3DSMAX as well as recording the lessons. The course goes from the very basics to more complex stuff (facial rigging, scripting...). In addition feedback is given to the students to solve the proposed tasks in each lesson.

Freelance Rigger

Animum Live OnLine!

September 2009 – January 2010

Project: Animum Live On Line!

- > Building 5 rigs for being used by the students during the animation course.
- > Designing, modelling and rigging Mario, a character that features complete body articulations and full facial control.

Advanced Rigging Course Instructor

Animum 3D

May 2009

- > Weekend seminar: 'Rigging secrets: How to rig a character from scratch using 3D Studio MAX'.

Advanced Rigging Course Instructor

Aula Genoma

www.genomaanimation.com

December 2007

- > One-day seminar: 'Advanced character building with 3D Studio MAX'.

SetUp & Skin Artist

Ilion Animation Studios

www.ilion.com

May 2006 – December 2007

Project: 'Planet 51'.

- > Rigging characters for the movie, using automatic rig generation tools. Using own rigging skills to find custom solutions for each particular character.
- > Rigging props, using a manual approach in order to give the animators as much as control as they need for the shot.
- > Improving documentation of the department, writing new chapters as new technology is developed. And translating it from Spanish into English.

Certified Instructor in Architectonic Visualization

CICE

www.cicesa.com

November 2006 – May 2007

VRay Instructor for Architectonic Visualization

Aula Temática

www.aulatematica.com

September 2006 – October 2006

Architectural Visualization Artist

Siur

www.siur.net

October 2005 – April 2006

3DSMAX & VRay Instructor

Animatik Films

September 2004 – February 2006

- > Character Creation course, including modeling, mapping, texturing and rigging.
- > Character Animation course, including animation principles and basic acting.
- > VRay for Architectural Visualization course.

3D Generalist

Animatik Films

September 2004 – February 2006

Project: 'iP', animated short film.

- > Modeling and rigging of some props on the film.
- > Lighting several sequences.
- > Simulating fluids (water in tanks, oil drops...).
- > Coordinating render on a farm.

3DSMAX Instructor

Instituto Juan Comenius

September 2004 – October 2004

Rigger

Opus No Media

August 2003 – September 2003

Project: 'Quico'

- > Rigging the body and the face for Quico the Crocodile, mascot of a Spanish bank for using it on live performance shows.

EDUCATION

Universidad Politécnica de Valencia

Fine Arts Degree (unfinished) 2000 – 2007

AWARDS

- Academy Award Nomination 2010 for "**The Lady and the Reaper**".
- Best Animated Short Film "Goya 2010" Award for "**The Lady and the Reaper**".
- Best Animation Feature "Goya 2010" Award for "**Planet 51**".
- Best Animation Feature "Goya 2009" Award for "**The missing lynx**".

OTHER

Speaker @ Campus Party Europe (2010)

Panel: 'The new paths for creativity in Europe'.

Speaker @ Campus Party 2006

Seminar: 'Introduction to Zbrush'.

Speaker @ Campus Party 2005

Seminars: 'How a digital character is created' and 'How an animated production is made', both inside of the Developers Area of the event.