

# ALBERT MIARNAU

3D Character animator

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## OBJECTIVES

Keep working as animator, become better learning at animation courses and most important, from supervisors and coworkers. Taking feedback, improving and working hard is the best way to do interesting projects.

## HIGHLIGHTS

- I have more than 8 years experience working on production and I still having the same passion for things I do.
- Adaptability and creativity to solve problems.
- Punctuality in attendance, deadlines and ensure good team working environment.

## WORK EXPERIENCE

May. 2011 – Now

### **3D CHARACTER ANIMATOR**

- Character animator for videogame (Freak Wars) in Virtual Toys Barcelona. (<http://www.vtarena.com/>)

Mar. 2011 – May. 2011

### **ANIMADOR MOCAP FREELANCE**

- Some works as a generalist. I was a Mocap operator at EDDADESIGN and then I was a mocap cleaner animator in Boolab for the same shortfilm. (<http://www.boolab.tv/php/index.php>)

Jan. 2011 – Feb. 2011

### **3D CHARACTER ANIMATOR**

- Character Animator in Dreamwall, Belgium. Project: Chicken Town. (<http://www.dreamwall.be/index-uk.html>)

Aug. 2010 – Dec. 2010

### **3D CHARACTER ANIMATOR**

- Character Animator in Pinka Studio France. Project Elasto & Culbuto. (<http://www.pinka-prod.com>)

Dec. 2009 – Aug. 2010

### **MOCAP ANIMATOR Y 3D GENERALIST**

- Curve Cleaning for some iphone and wii videogames.
- Some works as a generalist. (<http://www.eddadesign.com>).

Feb. 2009 – Dec. 2009

### **3D CHARACTER ANIMATOR**

- I was working doing the Sweesters Virtual Room second season for TV3.
- I was working as a lighter aswell. (<http://www.eddadesign.com>).

Feb. 2004 – Feb 2009

### **3D GENERALIST EN DEPT. MULTIMEDIA**

- 3D environment for gambling.
- Development Industrial engineering parts.
- Audiovisual presentations and product render.

#### **PROFESIONAL EXPERIENCE AS A FREELANCE**

Sometimes I worked for architects doing infoarchitecture.  
Architects: Jaume Clos, Itziar Gonzalez and May Closa.

#### **PROFESIONAL EXPERIENCE AS A MOCAP OPERATOR**

I worked for eddadesign as a mocap operator with Vicon system and exporting the animation with Motion Builder. I cleaned the animation curves with Softimage|XSI

#### **EDUCATION**

Sep. 2011 – Dec. 2011

### **WORKSHOP 2 iANIMATE.NET**

- On-line Animation School: iAnimate - Jason Ryan. (<http://www.ianimate.net>)
- Instructor: Rebecca Perez

2001 – 2004

### **9ZEROS Escola d'Animació de Catalunya**

- AVID SOFTIMAGE|XSI certification 9zeros Animation School of Barcelona. (<http://www.9zeros.com/>)

2000 – 2001

### **FDA Media Art Institute**

- Multimedia certification of Facultat de arte Media Art Institute de Barcelona.

## SHORTFILMS AS A WRITER, DIRECTOR AND 3D GENERALIST

- Sitges Animation festival curtain: **ANIMAT 2004**
- Amena amateur advertising: **RESERVOIR SONGS**

Nominees for Notodopubliftest.com amateur advertising festival.

These shorts have been made during the learning period in school 9zeros with my classmates.

I am currently making a personal 3D animation shortfilm.

### SOFTWARE

Autodesk SOFTIMAGE|XSI, Autodesk Maya, Autodesk 3DS Max, Photoshop, Alter Effects, Premiere. Production level.

Although I use Softimage I am interested to learning animation in both Maya and 3DStudio Max and I have no problem adapting to your production software. I learn fast.

### LENGUAGES

English (Medium)  
Spanish (Native)  
Catalán (Native)