

EDUCATION:

- Barcelona University of Art (UB). (1998 - 2000).
- 3 years course of Animation and Multimedia in Fak d'Art (Barcelona). (2000 - 2002).
- 1 year Master 3d Softimage in 9Zeros (Barcelona). (2003 -2004).
- CGMA Environment Design with James Paick. (2012)
- Attended to IFCC Croatia. Master Classes with Bjorn Hurri, Anthony Jones, Jana Schirmer, James Zapata, etc. (2015).

TECHNICAL SKILLS:

- Photoshop CS6.
- Adobe Flash Cs6.
- Autodesk Softimage.
- Zbrush 4.
- After Effects.
- Combustion.
- Graphite Pencils.
- Inking with brush and pen.
- Oil, Acrylic, Watercolors.

PUBLISHING:

- Zombook by Allan Graves (Graffito Books).
- Pandaemonium Book (Out of Step Books).
- Enchanted Book (Out of Step Books).

PROFESSIONAL EXPERIENCE:

- Freelance illustrator and Ad animator for Disney, Tiempo BBDO, Comicup, etc. (Alternating, from 2002 - 2012).
- Design and animation for Gamble Machines for Unidesa, at RCB i Associats (2004 - 2007).
- Colorist for Casual Game "Funky Bee". (2008 - 2009).
- Background designer, Storyboard artist, Animator and Image Composer at Ediciones El Jueves S.L. (2009 - 2010).
- Art and Animations for 10 Ad games. Client: Actimel. (2011).
- Drawing and coloring poses for "Marvel Avengers Alliance" at Studio Voltz.
- 2 years Lead Concept Artist and Art Director at "Skara: The Blade Remains". (2012 – 2015).
- Since the beginning of 2000, colorist for publications and merchandising for Disney Consumer Products and Egmont Creative.