

Juan Tigreros

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Objective:

I am looking for a challenging opportunity in a studio that promotes creativity and has high quality standards. I would love for this studio to have a family atmosphere where constructive feedback can be the foundation for the quality of the work.

Professional Experience:

Easy Studios

November 2010 – Present

Lead Animator for Battlefield Heroes, Battlefield Play4Free and an unannounced title.

- Responsible for interviewing and hiring animators.
- Responsible for mentoring and growing animators to achieve higher standards and faster workflows.
- Responsible for all animation related needs for 3 projects.
- Responsible for the optimization and improvement of workflows by identifying issues and proposing creative solutions.
- Writing Scripts to provide tool support for the animation and modeling team.
- Setting up a render farm to speed up render times for trailers.

Imagination Studios

August 2010 – September 2010

Freelance Character Animator for an undisclosed project.

- Responsible for the cleanup of complex motion capture body animation.
- Scenes included complicated martial arts moves with several characters interacting at the same time (fight scenes).

Lux Animation

April 2010 – June 2010

Freelance Character Animator for the T.V. series “Babar”

- Animating multiple characters (mostly hero character)
- Responsible for 6 to 10 seconds of animation per day.

Imagination Studios

December 2009 – December 2009

Freelance Character Animator for the game Battlefield: Bad Company 2

- Responsible for editing mocap data on main characters.

Avalanche Studios AB

April 2009 – September 2009

Character Animator for the games The Hunter and Just Cause 2

The Hunter

- Responsible for hand keying realistic animation of quadrupeds using Motion Builder.
- Responsible for hand keying realistic first person animations of player using a bow.

Just Cause 2

- Helping the Cut Scenes department to improve the quality of in-game cinematics

Bully! Entertainment

April 2009 – July 2009

Freelance Character Animator on PBS Kids’ Hooper T.V. series

- Animating a cartoony character named Hooper.
- Responsible for 20 to 25 seconds of finished animation per week.

Nackademin Yrkeshögskola

February 2009 - March 2009

Computer Animation Instructor

- Responsible for 40+ students
- Course included but not limited to:
 - 12 principles of animation
 - walk cycles
 - Lifting a heavy object with emphasis in timing and weight distribution
 - Clear and effective posing
 - Lip sync animation with emphasis in acting through body language

Brown Bag Films

April 2008 – October 2008

Freelance Animator for two T.V. series

- Responsible for animating 40 seconds per week
- Animating multiple characters on screen (up to 12 characters)
- Optimizing work flow to ensure delivery of animation quota while maintaining the quality level set by the animating supervisor

Nackademin Yrkeshögskola

Stockholm, Sweden

March 2008 - April 2008

Computer Animation Instructor

- Responsible for 40+ students
- Course included but not limited to:
 - 12 principles of animation
 - walk cycles
 - Lifting a heavy object with emphasis in timing and weight distribution
 - Clear and effective posing
 - Lip sync animation with emphasis in acting through body language

White Shark AB

Stockholm, Sweden

August 2007 – March 2008

Character Animator for feature film (Gnomes and Trolls)

- Supervising three junior animators
- Responsible for delivering 3,5 seconds of animation a day while keeping the high standards set by the animating supervisor
- Helping with the character development for all the characters in the movie

Full Sail Real World Education

Winter Park, Florida 32792

2006- August 2007

Character Animation Studio Artist

- Supervising students within a lab environment.
- Giving critiques to improve the students' understanding of animation to better their projects.
- Creating content for the class curriculum such as, resources, tutorials and manuals.
- Collaborating with other Studio Artists to work on school and personal projects.
- Helping train new Studio Artist employees in Maya.
- Habitually researching to better the curriculum and keep current with newer technologies.

Education:

I-Animate

Online education

May 5th 2013 – August 4th 2013

Advanced body mechanics and pantomime acting

Animation Mentor

Online education

Animals and Creatures: Master Class

- Understanding the mechanics and nuances of creating four-legged motion
- How to create believable quadruped motions that expresses real animal behavior.
- How to break down live-action animal reference and apply it to realistic and fantasy creatures.

Full Sail Real World Education

Winter Park, FL

Associates in Computer Animation

2005 – 2006

Awards:

- **Over Achiever's Award (Full Sail's Computer Animation degree):**
This Award is given only to one student per graduation class. It's in recognition of an outstanding performance during the duration of the program.
- **Course Director's Award for Demo Reel Creation class(Full Sail's Computer Animation degree):**
This award was given to the best student in the class.

Skills:

3D:

- Excellent understanding of the principles of animation
- Extensive knowledge of Maya: Traditional key frame animation and rigging.
- Extensive knowledge of Motion Builder
- Very comfortable Maya's Mel and Python scripting language
- Familiar with 3D Studio Max: Traditional key frame animation.

- Familiarity with polygon and nurbs modeling, UV texturing, lighting, dynamic simulation and effects in Maya

2D:

Compositing

Solid technical and artistic skills with After Effects, Photoshop, Shake and Syntheyes

Engines:

- Excellent understanding of the animation pipeline and tools for Unity
- Excellent understanding of the animation pipeline and tools for BfEditor (Refraction 2 Engine)

Other Software:

- Excellent understanding of Perforce and Jira.
- Familiar with Handsoft.

Other related skills:

- A leader with a team-player, result-driven, and forward-thinking mentality
- Strong problem-solving, decision-making, and conflict-resolution abilities
- Bilingual (English and Spanish)

Other work experience

SPRINTPCS, Orlando, Florida 32839

2000 – 2005

Loyalty Marketing Group

- Promoted. Served as Acting Team Lead and managed a team of 20 employees in all testing operations for new products and services, including add-on options and existing customer plans
- Led teams in exceeding sales objectives during up-selling initiatives, including long distance and additional service options
- Participated in the implementation of a Pilot test format designed to increase bottom line company revenue, and developed programs for increasing customer satisfaction and retention; achieved 70% retention rate