

EDUARD SUÑOL

3D Character Animation

19 / 04 / 93

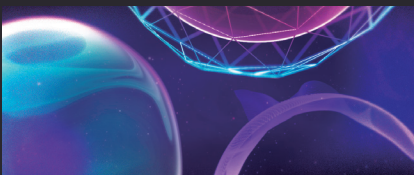
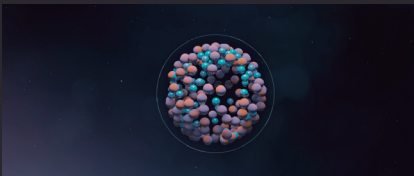
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Barcelona



Job experience:

November 2018 - Currently: **Freelancer:**

During my master degree, I am providing 3D Generalist services as a Freelancer for Virtual Reality projects. These services include designing, Modeling, texturizing, lighting, animation and importation into Unity.

January 2018 - November 2018: **Motion Graphics** in Propulse Video:

As part of the animation team, I was in collaboration with the illustration department creating animated content for promotional and / or explainer videos using 2D and 3D motion graphics techniques.

September 2017 - January 2018: **3D Artist** in Antiloop:

I created 3D content for interactive advertising projects for clients as Audi or Netflix. Also, I optimized models to Low Poly for architectural visualization in virtual reality.

2016 - 2017: **3D Artist** in R&D in Altran:

As part of the R&D department, I was in charge of modeling, animating, texturizing and lighting an holographic 3D virtual environment for a HMI project in the automotive sector.

2015 - 2016: **Multimedia Designer** in Laboratorio Audiovisual de la UPC:

As a multimedia designer, I took part in the creation of educative audiovisual content using technologies like chroma, 3D animation and motion graphics.

Education:

2017 - 2019: Master in **3D Character Animation** for cinema and videogames - Animum Creativity Advanced School.

2015 - 2016: Post Graduate in **Advanced Audiovisual Postproduction** - Centro de la Imagen y Tecnología Multimedia (CITM - UPC)

2011 - 2016: Bachelor in **Multimedia** - Centro de la Imagen y Tecnología Multimedia (CITM - UPC)

Languages:

Spanish - Mother tongue

Catalan - Mother tongue

English - Fluent (C1)

Software:

