

# EDUARD SUÑOL

3D CHARACTER ANIMATOR

## Job experience:

### May 2019 - Currently: 3D Character Animator in B-Water Studios:

After my Master Degree at Animum, I had the opportunity to join at the animation department for the tv show "YoYo" and "Diddl", where I improved my animation skills and I learnt how to manage fast animation quotes on time.

### Nov 2019 - Feb 2019: Junior 3D Character Animator in Remote Animators:

I collaborated offering 3D Character animations for freelance projects.

### November 2018 - May 2019: Freelancer:

During my master degree, I provided 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 and Netflix. Also, I optimized models to Low Poly for architectural visualization in virtual reality.

## Education:

### 2020: Advanced Acting - AnimWorkshop

I studied a course in Animworkshop on Advanced Acting at the end of 2020, where I improved my skills at facial acting and final polish. I also acquired an understanding on how facial connection works and how to get a more realistic look.

### 2017 - 2019: Master in 3D Character Animation - Animum School.

After some years, I decided to focus my career as a 3D character animator. Animum offered me all the Body Mechanics, Acting and Cartoon knowledge that I need to join the animation industry.

### 2015 - 2016: Post Graduate in Advanced Audiovisual Postproduction - (CITM)

I got technical knowledge about postproduction tools (such as After Effects, Photoshop, Chroma and others), I understood how a postproduction pipeline is structured, which type of profiles exists and how to complete an audiovisual product.

### 2011 - 2016: Bachelor in Multimedia - (CITM)

Studying a multidisciplinary Bachelor I have been introduced to the digital art industry. I learnt disciplines as Graphic/Web Design, Usability, Lighting, 2D/3D Animation and Audiovisual Communication.

Furthermore, I learnt the importance of team working, to be a self-taught person and the capacity of being a fluent speaker.



## Contact me:

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## Languages:

Spanish - Mother tongue  
Catalan - Mother tongue  
English - Fluent (C1)

## Technical Skills:

