

## ANTONIO CARRANZA PEREZ

### PERSONAL INFORMATION

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### PROFESSIONAL EXPERIENCE

**February 2012 to present:** 3D VFX Operator at **BSkyB** [London].

**March 2010 to February 2012:** Senior 3D Artist and Lighting TD at **The Mill** [London]:

- Comfort commercials (6+): Senior XSI / Lead Generalist.
- Müller Fruit Corner "Wonderful Stuff": Senior Lighting TD.
- Phillips "Led Light": Senior Lighting TD / Modelling, Shading & Camera Tracking.
- Verizon "Droid Charge": Senior XSI Artist / Lead of "Loading Bay Section".
- Ford Focus C-Max "Packed with Technology": Senior XSI Artist / Modeller and Layout Artist.
- Gaviscon "Core": Senior Lighting TD.

**January 2010 – February 2010:** 3D Generalist & 3D Blender Teacher at **Tegnix S.A.** [Vigo, Spain].

**November 2009:** 3D XSI Generalist for the 3D stereoscopic production *La meta del camino* at **Enxebre Entertainment S.A.** [A Coruña, Spain].

**2000–2008:** Senior 3D Modeller and Advanced VFX Artist at **Bren Entertainment S.A.** [Santiago de Compostela, Spain]:

- Feature film *Ratón Pérez 2* [Lighting, modelling and UV mapping]
- Feature film *Donkey Xote* [Modelling of sets and props, UV mapping, VFX]
- TV programme *Club Xabarin* [Modelling of one character and UV mapping]
- Feature film *El Cid, The Legend* [Modelling of sets and props, UV mapping]
- Feature film *P3K Pinocchio 3000* [Modelling of sets, vehicles and props, UV mapping]
- Pilot for 3D TV series *Donz* [Modelling of sets and props, UV mapping]
- TV series *Goomer* [3D generalist]
- Commercial for Terra Mítica Park [Responsible for the Minotaur hair system].
- Pilots for TV series *240* and *Manolito Gafotas* [3D Generalist].

#### **2000–2008: Freelance consultant**

While I was working for Bren Entertainment, I also worked as a freelance consultant in software and hardware for different companies. Moreover, I did some works as a beta-tester for some applications and for the implementation of free distribution systems aimed to decrease costs and improve workflow.

#### **2003–2004: Freelance 3D artist**

I worked modelling 3D sets and characters to be used by Immersive Education in the production of interactive CD-ROM.

### **2001: Freelance 3D artist**

I worked for the TV programme *O vagalume* [directed by Maite Cabezas and produced by ATLAS for RTVE Galicia] making the intro, modelling the main character, making the set-up, colouring, texturing and lighting.

## **EDUCATION AND TRAINING**

**2006-2007:** Postgraduate Expert in Robotics and Computer Vision. University of Alicante.

**June 2006:** Linux Consultant for Business Environments. University of Alcalá and ESIN Consultores.

**June 2006:** Internet and E-commerce Application Consultant. University of Alcalá and ESIN Consultores.

**October 2004:** Course in Programming with JavaScript. FORINTEL. Xunta de Galicia.

**1998-2000:** Degree in Digital Design. ESDI (Escola Superior de Diseny). Universitat Ramón Llull.

**1998:** Course in Advanced Computer Animation at Cast-Info, ATC "Training Softimage".

**1996-1998:** Automotive Mechanic Senior Technician. IFP Pompeu Fabra.

**1993-1994:** Electronics Technical Assistant. IFP La Pineda.

**1992:** Course in Analogical and Digital Electronics and Microprocessors. Centro Reactivación.

## **OTHER SKILLS AND COMPETENCES**

### **Excellent command of:**

Softimage XSI  
Adobe Photoshop  
Painter  
Impulse's Illusion  
Windows, Linux & Unix operating systems  
Visual Basic (Scripted operators) and HTML  
AutoCAD 2D/3D

### **Good command of:**

After Effects  
Zbrush  
Nuke

### **Basic command of:**

Maya  
RealFlow

### **Languages:**

Spanish and Catalan (mother tongues), French (intermediate), English (low-intermediate), Galician (intermediate)

## **REFERENCES**

Available upon request.