

Iker J. de los Mozos Antón

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Birth: January 18th 1982 (Castellón, SPAIN)
Languages: Spanish (native), English (advanced), Catalán (native)

SUMMARY

With more than 5 years' experience working in a production environment, along with problem-solving capabilities, team co-ordination skills and excellent communication abilities, as demonstrated in my experience in teaching, seeking to develop my career in the field of development of CG characters.

SOFTWARE

- 3D Studio MAX + MAXScript: expert.
- VRay: expert
- Softimage + Python: intermediate.
- Maya: basic.
- Adobe Premiere: expert.
- Adobe Photoshop: expert.
- Adobe After Effects: intermediate.

EXPERIENCE

Rigging Supervisor

Kandor Graphics
www.kandorgraphics.com
May 2009 – Present

Project: 'Goleor, the scale and the sword'.

- > Working on the redefinition of the character pipeline on the studio, always looking for the most productive solutions while keeping the quality of the work.
- > Coordinating the people within the rigging team and the department itself inside the whole production plan.
- > Developing rigging and animation tools.
- > Giving support to the departments that are character related.
- > Building characters and props for our animated productions.

Rigging Technical Director

Kandor Graphics
April 2008 – May 2009

Projects: 'The missing lynx' (film), 'The missing lynx, trailer' (film), 'Puleva: dancing on the roof' (commercial), 'The lady and the reaper' (short film).

- > Improving the character pipeline of the studio.
- > Developing an automatic rigging system to produce characters that fit the company quality standards.
- > Developing tools and processes to manage characters and props throughout the pipeline and inside Animation department.
- > Build characters and props for our animated productions.
- > Fixing bad-looking deformations on the characters per shot.

Freelance Rigger

Animum 3D

www.animum3d.com

September 2009 – January 2010

Project: Animum Live On Line!

- > Building 5 rigs for being used by the students during the animation course.
- > Designing, modelling and rigging Mario, a character that features complete body articulations and full facial control.

Advanced Rigging Course Instructor

Animum 3D

May 2009

- > Weekend seminar: 'Rigging secrets: How to rig a character from scratch using 3D Studio MAX'.

Advanced Rigging Course Instructor

Aula Genoma

www.genomaanimation.com

December 2007

- > One-day seminar: 'Advanced behaviours on characters with 3DSMAX'.

SetUp & Skin Artist

Ilion Animation Studios

www.ilion.com

May 2006 – December 2007

Project: 'Planet 51'.

- > Rigging characters for the movie, using automatic rig generation tools. Using own rigging skills to find custom solutions for each particular character.
- > Rigging props, using a manual approach in order to give the animators as much as control as they need for the shot.
- > Improving documentation of the department, writing new chapters as new technology is developed. And translating it from Spanish into English.

Certified Instructor in Architectonic Visualization

CICE

www.cicesa.com

November 2006 – May 2007

VRay Instructor for Architectonic Visualization

Aula Temática

www.aulatematica.com

September 2006 – October 2006

Architectural Visualization Artist

Siur

www.siur.net

October 2005 – April 2006

3DSMAX & VRay Instructor

Animatik Films

September 2004 – February 2006

- > Character Creation course, including modelling, mapping, texturing and rigging.
- > Character Animation course, including animation principles and basic acting.
- > VRay for Architectural Visualization course.

3D Generalist

Animatik Films

September 2004 – February 2006

Project: 'iP', animated short film.

- > Modelling and rigging of some props on the film.
- > Lighting several sequences.
- > Simulating fluids (water in tanks, oil drops...).
- > Coordinating render on a farm.

3DSMAX Instructor

Instituto Juan Comenius

September 2004 – October 2004

Rigger

Opus No Media

August 2003 – September 2003

Project: 'Quico'

> Rigging the body and the face for Quico the Crocodile, mascot of a Spanish bank for using it on live performance shows.

EDUCATION

Universidad Politécnica de Valencia

Fine Arts Degree (unfinished) 2000 – 2007

AWARDS

- Academy Award Nomination 2010 for "**The Lady and the Reaper**".
 - Best Animated Short Film "Goya 2010" Award for "**The Lady and the Reaper**".
 - Best Animation Feature "Goya 2010" Award for "**Planet 51**".
 - Best Animation Feature "Goya 2009" Award for "**The missing lynx**".
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OTHER

Speaker @ Campus Party 2006

Seminar: 'Introduction to Zbrush'.

Speaker @ Campus Party 2005

Seminars: 'How a digital character is created' and 'How an animated production is made', both inside of the Developers Area of the event.