

RESUME

Name and Last Name LUIS GARNACHO NOGUERA

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Date and Place of Birth February 24th 1979, Barcelona (Spain)

Objective

As a generalist with a varied background ranging from animation, layout, modeling and lighting, would like to seek further development of my animation and layout skills, in a serious and productive studio.

Education

Post-graduate Degree Technical filmmaking and Computer Graphics. Professional Level (I).
Autodesk certified Technician in Modeling and 3D Animation in Maya.
School: IDEP (Barcelona). Length: 1 year (February 2002 – December 2002).

Languages **English:** Proficient **Spanish:** Native **Catalan:** Native **Japanese:** Basic

Work History

December 2015 to present time (November 2017) - 3D Generalist, Toneplus Animation Studios (Tokyo).

My responsibilities at Toneplus include:

- Assuming multiple artist roles depending on the production needs, including Animation, Layout, Lighting, and Rigging
- Supervision on multiple CG projects

Projects:

- Cyborg 009. Call of Justice - TV series (Layout Artist)
- The Snack World - TV series (Layout and Animation Artist. Layout and Animation Lead. Rigging Lead)
- Maple Story 2 - set of two Commercials (Lighting, Rendering, Hair Simulation Artist)
- The Mysterious Cave in Dragon Mountain - Movie (Animator)
- Miniforce - TV series (Animator)
- Bases Loaded VR - Commercial Teaser (Layout Artist)
- Mannequin - Animated Short (Layout Artist)
- *Undisclosed* - Pachinko project (Animation and Layout Lead)

**January 2014 until September 2015 - 3D Generalist and Modeler,
Interiorvista (Barcelona, Spain)**

While at Interiorvista, my roles included:

- Creation of photo-realistic imagery (Lighting and Rendering, Animation)
- Modeling of highly-accurate models (Hard-surface Modeling and texturing)
- Content creation for interactive applications (Modeling, Compositing)
- Leading roles in various projects

Clients include:

- Ikea
- Roca
- Silestone
- Teka

December 2009 until December 2013 - Freelance CG Artist

*Taking freelance commissions on Modeling, Lighting, Rendering and Animation,
projects ranging from advertising to architecture. Clients include:*

- Kia Motors
- Simon

February 2006 until November 2009 - CG Artist, Pixeldreams (Barcelona)

I was in charge of:

- Carrying out complex urbanistic and architectural visualization projects
- Project Management roles

**April 2005 until November 2005 - CG Artist and Graphic Designer, AAA
Arquitectura (Barcelona)**

- Lighting and Rendering, Graphic Design, and 2D compositing

February 2008 until February 2009 - Teacher, Aula Temática (Barcelona)

- Teaching the course “Archviz with 3DS Max and VRay”

April 2003 until December 2003 - Editor, Novagráficas (Barcelona)

- My roles included printing layout, typography and graphic design, for this small offset printing company