

Javier Gonzalez

Annie nominated, award winning Cg animator.

Mobile: 07931844297 Email:

javieranimates@gmail.com

Website: www.j3dgeneralist.com

No 5 Cossington Rd. Bristol.

BS4 1DR. UK.

Professional experience:

Messy Goes to Okido: Lead cg animator from 20th of september 2021 to 30 of september 2021:

I was working as one of the lead cg animators on the show Messy goes to Okido. A Cbbies children show teaches kids about arts, science and maths. The show is also part of a monthly printed publication of the same name. I lead a small team of 3 animators.

Your garden made perfect 24th of May to 2nd of July 2021:

I was working as part of the cg team producing architectural visualization models and animation for this amazing BBC show.

Lisa's Chocolate shop ad: April 2021:

I was in charge of the CG portion of the advert for this local business.

Animator, director and other roles on the short film Synth Rebirth May 2020 January 2021:

I was able to secure funding from Epic Games to make a short film using CG,VR and real time rendering workflows using the Unreal Engine, Maya and Quill VR. The film earned the Best Animated Short Award at the SoCal Film Awards 2021 and is being accepted on a number of other important festivals in the circuit. At the moment of writing those festivals include The Lift Off Sessions, The Berlin Lift Off Festival, The Manchester Lift Off Festival, The Europa Film Festival, The Socal Film Awards, with more to be announced soon.

Hourly paid tutor at USW Cardiff October 2019 to May 2020:

I was teaching on a part time basis at the University of South Wales providing group demos and one to one tutorials to the students on the Computer Animation and Games BA course. I was teaching body mechanics, the principles of animation, some basic rigging and providing feedback on projects. I also shared my wealth of industry knowledge to help them prepare for professional life after university.

3D animator Buddi Series at Unanico: December 2019 to March 2020:

I worked as an animator for the preschool show Buddi for Netflix. This very stylized series is very complex and uses several characters with interesting design and functionality. I animate both characters and props like bubbles, trees and set elements. The episode "Snow" on which I was one of the lead animators is currently nominated for the best TV/Media Preschool category at the 48th Annie awards.

Head of asset building (Props) at Jam Media Belfast: March to October 2019:

I was leading a team of 5 artists as well as rigging the props and other assets for the preschool show Jessy and Nessy. I was also animating assets on sets and props. Other duties included assigning modelling and texturing tasks to the members of the team. I was

liaising with other departments in order to address technical issues, improve workflows etc. Rigging and assigning rigging tasks depending on the workload. Keeping track of deadlines and managing workloads in order to meet them. Presenting ideas and solutions to improve the production by participating in meetings between departments and with my team. As the team was very junior I was also in charge of providing technical advice in challenging parts of the process whenever the team required it.

Viperidae Personal Project March 2018 onwards.

I used Maya for modelling, texturing rigging and animation while using the Unity game engine for the rendering process as this is an independent project.

Modeler at Nymb Interactive. February 2018.

I undertook some modelling work for a VR comision for a defense assignment with Nymb Interactive. I provided assistance with 3d modelling from reference of a real life Navy vessel to be imported into the Unreal Engine in order to be used in a VR Experience.

Rhys a Meinir. Bait studios. October 2017:

I animated the characters in this short film in Welsh language. The project had Welsh actor Rhys Ifans of Harry Potter fame as the protagonist.

Concrete Sky May 2017:

Distributed by Amazon Prime Video in the US and UK. My duties in this film were Modelling, Texturing, Rigging, Animation, Rendering and Compositing. Assisting me in the modelling of the set was Manny Sandhu and Sabrina Marengo was in charge of the 2d effects. I used Maya, Zbrush, Substance Painter, Adobe CC and TV Paint in the different stages of this project.

Awards and nominations:

-Synth Rebirth: Best Animated Short: SoCal Film Awards 2021.

-Buddi Series, Episode "Snow": nominated for best TV/Media Preschool category at the 48th edition of the Annie Awards.

Tools of my Practice:

-Autodesk Maya

-Quill VR

Operating systems:

-Windows

-Linux/Unix

Education:

- Animation (BA Hons) First class with honors. CG

Specialization

UWE Bristol (2014- 2017)

SUmmmer of Unreal short course (August 2021).

Immigration status:

Legally able to work in the UK as I am an EU

Passport holder and obtained the Settled Status.

Personal interests: Since I have a solid background in traditional media I find myself practicing my painting with traditional materials like oil and acrylic paints on canvas and paper. I also enjoy quiet walks in the parks and being around nature.

References:

1. -Naima Vogt: Producer at Unanico group on the Netflix show Buddi:
nvogt@unanico.com
2. -Gareth Hutchinson Course Leader - BA(Hons) Computer Animation and direct supervisor on my role as HPL tutor: gareth.hutchinson@southwales.ac.uk
3. -John Parry: MA animation (RCA), Senior Lecturer animation, UWE Bristol:
John2.Parry@uwe.ac.uk
4. DaveThrossell: VFX Producer and owner at Fluid Pictures VFX
dave.throssell@fluid-pictures.com
5. -Steve Roberts: Senior CG Lecturer: Steven6.Roberts@uwe.ac.uk
6. -Sama Talie: Client Director at Nymbbl Interactive: sama@nymbbl.com