

Esteban Errando Poch

3D Senior Animator

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PROFILE

I am 9 years experienced and skilled Senior Animator. I am creative and imaginative, self organised, hard-worker and fast learner. I always try to give my best, and I am able to adapt and to the production requires. I have good sense for details in acting choices and physics. I am able to bring high quality animation and creativity to the project.

PROFESSIONAL CAREER

Aug 2020 – Current

Jellyfish Pictures (<https://jellyfishpictures.co.uk/>)

Position: **Senior Animator** in Spirit

Responsibilities:

- Proficient in a specialised area enabling the consistent production of high quality work.
- Able to complete work in a manner that is effective within a team and appropriate to my level.
- Being proactive in seeking improved ways of approaching work by using best techniques or methodologies.
- Overseeing and report on particular aspects of a project and identify and implement solutions as problems arise.
- Assist with the mentoring of less experienced artists as required and maintain a discipline of leadership by example.
- Distributing and sharing knowledge regularly to assist in the ongoing development of innovative tools and or techniques.

Feb 2020 – Aug 2020

Dneg London (Feature division) (<https://www.dneg.com/feature-animation/>)

Position: **Senior Animator** in Ron's Gone Wrong

Responsibilities:

- Proficient in a specialised area enabling the consistent production of high quality work.
- Able to complete work in a manner that is effective within a team and appropriate to my level.
- Being proactive in seeking improved ways of approaching work by using best techniques or methodologies.
- Overseeing and report on particular aspects of a project and identify and implement solutions as problems arise.
- Assist with the mentoring of less experienced artists as required and maintain a discipline of leadership by example.

Jun 2019 – Jan 2020

Animal Logic Sydney (<https://www.animallogic.com/>)

Position: **Senior Animator** in Peter Rabbit 2

Responsibilities:

- Proficient in a specialised area enabling the consistent production of high quality work.
- Able to complete work in a manner that is effective within a team and appropriate to my level, and fit with the requirements and specifications of individual projects.
- Being proactive in seeking improved ways of approaching work by using best techniques or methodologies.
- Overseeing and report on particular aspects of a project and identify and implement solutions as problems arise.
- Participating in on-going training as requested and assist with the mentoring of less experienced artists as required and maintain a discipline of leadership by example.
- Distributing and sharing knowledge regularly to assist in the ongoing development of innovative tools and or techniques.

Mar 2018 – Jun 2019

MPC Film London (<https://www.mpcfilm.com/>)

Position: **Animator** in Dumbo, The Lion king, Dora and the lost city of gold

Responsibilities:

- Create high quality keyframe animation shots from blocking through final animation.
- Working under the supervision of the Team Lead, Animation Supervisor and Director.
- Maintenance a consistent level of high quality work while meeting deadlines (3 seconds per week).
- Perform realistic creature animation.

May 2017 - Jan. 2018

Mikros Image London (<http://www.mikrosimage.com>)

Position: **Animator** in Sherlock Gnomes movie.

Responsibilities:

- Create high quality keyframe animation shots from blocking through final animation.
- Working under the supervision of the Team Lead, Animation Supervisor and Director.
- Maintenance a consistent level of high quality work while meeting deadlines (3 seconds per week).

May 2016 - May 2017

Axis Animation (<http://www.axisanimation.com>)

Position: **Senior Animator** in several projects of videogame cinematics.

Responsibilities:

- Assist Animation Supervisors and Leads in mentoring and guiding the animation team, ensuring the team is supported both artistically and technically.
- Work interactively with production, and other departments to solve production challenges.
- Maintenance a consistent level of high quality work while meeting deadlines, ensuring the animation style is suitable for the desired direction..
- Take solved and retargeted mocap to final polish, implementing create changes as directed, ensuring the final quality target is being meet.
- Do Layout/Previs.

Oct. 2015 - May 2016

Axis Animation (www.axisanimation.com)

Position: **Animator** on the animated movie "Welcome to Monster High".

Responsibilities:

- Create high quality keyframe animation shots from blocking through final animation.
- Working under the supervision of the Team Lead, Animation Supervisor and Director.
- Maintenance a consistent level of high quality work while meeting deadlines (20 seconds per week).

Aug. 2015 - Sept. 2015

Seed Animation Studio (www.seedanimation.com)

Position: **Freelance Character Animator** working 3 weeks on 40 seconds animation.

Responsibilities:

- Responsible in the story telling, previs and animation that the studio and the client required.
- Maintenance a consistent level of high quality animation work while meeting the deadlines of 40 seconds animation during 3 weeks.

Aug. 2014 - Jul. 2015

Lightbox Entertainment (www.lbox.es)

Position: **Character Animator** on the animated feature film "Capture the Flag".

Responsibilities:

- Use video reference or thumbnail to present ideas about the assigned shots.
- Create high quality keyframe animation shots from blocking through final animation.
- Working under the supervision of the Team Lead, Animation Supervisor and Director.
- Maintenance a consistent level of high quality work while meeting deadlines (8-10 seconds per week)

Aug. 2011 - Jul. 2014

Alike Short (www.alike.es). Alike Short has collected more than 60 awards around festivals, especially the "Goya award 2016".

Position: **Character Animator**, layout, prop modeler.

Responsibilities:

- Work in the whole process of production, such as storyboard, prop modeling and layout.
- Animate high quality shots from blocking through final animation.
- In pre-production, I was the responsible of story telling, previs and animation of animation tests, always in spearheads the Director.
- Working closely with director and supervisor. Proposing ideas. Constantly, giving and receiving feedback for improving whole short.

Jul. 2007 - Sept. 2010

Vyrtucom S.L. (www.vyrtucom.com)

Position: **Web developer and Flash applications.**

Responsibilities:

- Build customised websites to the highest specifications using html and css.
- Search Engine Optimisation (SEO).
- Web design under Lead Designer supervision.
- Use Flash and Actionscript 2 for building dynamic websites, games, animations and banners.
- Work to under pressure and to tight deadlines.
- Carry out routine site maintenance.

- Organize and manage multiple priorities simultaneously.
- Internet Marketing.
- Database management.

Mar. 2007 - Jun. 2007

Internship in Anera Films. (www.nerafilms.com)

Position: **Character Animator** on the TV series "Telmo y Tula".

Responsibilities:

- Create animation shots working under the supervision of the Animation Supervisor.

Jan. 2004 - Feb. 2007

Speed Digital S.L. (www.spdigi.com)

Position: **Design, layout and final art.**

Responsibilities:

- Create designs, concepts, and sample layouts based on knowledge of layout principles and esthetic design concepts.
- Mark up, paste, and assemble final layouts to prepare layouts for printing.
- Manipulate and retouch photographs and illustrations using computer software.
- Draw and print charts, graphs, illustrations, and other artwork, using computer.
- Confer with clients to discuss and determine layout design.
- Review final layouts and suggest improvements as needed.

Jan. 2010 - Dec.2012

Freelance projects related to websites, Flash animations and Flash developer, such as:

- Dec.2011 – **2D Flash animator**
Create shots in 2 promotional videos for website www.alimentacion.es (Ministerio de Agricultura, Alimentación y Medio Ambiente), working together with Pistacchio Studio.
[Link video1](#)- [Link video2](#)
- Feb.2012 – **Flash AS2 interactive development, animation, editing**
Make 10 interactive presentations for the intranet of students of the European University of Madrid, in collaboration with Beniwood Producciones (www.beniwood.com)
- Sept.2011 – **Web developer** (Design, layout and programming)
Responsible of whole project creating website www.biopharmassets.com. Currently working on site maintenance.
- Dec.2012 – **Web developer** (Design, layout and programming)
Responsible of whole project creating website (Wordpress) www.centroluna.es.

EDUCATION

- 2010-2011** **Modeling, animation and storytelling Master** (8months).
Pepe School Land. www.pepe-school-land.com
- 2007** **Maya Animation** (3 months).
Digital Dreams Films. www.digitaldreamsfilms.es
- 2006** **Actionscript2** Course (80h.).
Cepi-Base. www.cepibase.com
- 2002-2005** **Bachelor's Degree in Plastic Arts.**
Escola Massana (UAB). www.escolamassana.es
- 2001** **Drawing Comics course.**
Joso Comics. www.escolajoso.es

SOFTWARE SKILLS

Animation: **Maya, 3Dstudio Max, Blender, Flash.**

Video editing: **After Effects, Premiere.**

Design: **Photoshop, Illustrator.**

Web: **Flash, Dreamweaver.**

Other: **Microsoft Office.**

LANGUAGES

Spanish (Native), Catalan (Native) and English (Advanced).

OTHER INTERESTS

In my spare time, I enjoy travelling, playing guitar, watching movies and drawing.