

# ALBERTO GAONA CRUZ

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Video Reel: <https://www.youtube.com/watch?v=kSIsKDruXBU&t=1s>

## BIOGRAPHY

As a child, I was always drawing and making clay figures, at the age of nine I won my first drawing contest, which was organized by a local newspaper. Fresh out of High School I decided to join the Army in Mexico City, and after the three years of mandatory service I went out to expand my artistic capabilities.

In the year 1999 I was given an internship at "DF&V" a local Postproduction House, and a few months later I was working full-time in the Master room, where I learned about editing, video formats and postproduction, then in the year 2000 our bosses gave us a software called "Alias Wavefront Maya". and I instantly felt in love with it.

Determined to build a career in 3d and VFX, I spent my entire time studying the software, reading, researching and practicing. And sixteen years later and after working in a bunch of postproduction houses and advertising agencies... I'm still having fun in the VFX industry, as a 3d animator and generalist.

## SKILLS

3d Character animation

3d Modeling

UV Mapping & texturing

Rigging

Basic dynamics, N-cloth, hair, fur and rendering.

Autodesk Maya - Advanced animation & modeling

Autodesk Motion Builder - Advanced animation

Autodesk Mudbox - Advanced high-poly modeling

Adobe Suite - Advanced in Photoshop and After Fx

## ACCOMPLISHMENTS

The Graphic Impact Competition "1st Place Award" 2006 Organized by CGSociety in San Francisco CA US. The challenge consisted in creating an original story for a videogame, as well as designing the

characters and a short animation displaying the pivotal moment of the story.

<http://albertogaona3d.blogspot.mx/2010/09/graphic-impact-competition.html>

A! Diseño "Silver Mention" Motion Graphics category 2013. An annual contest by a local design magazine called : A! Design, in a well-known Media Design event. For a local Tv news promotional ad that I've animated in Mexico City.

[https://www.youtube.com/watch?v=\\_kkn2xD2qeg](https://www.youtube.com/watch?v=_kkn2xD2qeg)

Direct TV Magazine Cover Challenge "First place Award" 2001. A hand-drawing competition organized by Direct-TV Latin America, the challenge consisted in designing the magazine's front cover using traditional pencils.

<https://4.bp.blogspot.com/-7WEgdshmfik/WI5tCRjRVxI/AAAAAAAAAc4/aQaRwBijLKsLXqisnU7pK1HvJibyh46CgCLcB/s1600/directions.jpg>

## EDUCATION

High School Certificate: Esc. Sec. Tec Walter Cross Buchanan  
1986/1989

## WORK HISTORY

**IMAGICA STUDIOS** Av. Amsterdam 163A 06100  
Oct 2015 /Jun 2016

I create the animation of 3d characters, cameras and props, rigging assets and also clean motion capture animation, create facial lip-sync and hand gestures using Autodesk Maya for the movie project called "Max and me" a project based on the life of Max Colbe, a priest who lived through the second world war.

**MVS TV** Blvd Puerto Aéreo 486 15530  
Jan 2011 / Oct 2015

Creating and animating all kinds of 3d characters, Company logos and Motion Graphics. Heavily involved in the process of modeling, texturing, rigging and animation of several TV advertising and promotional campaigns for a wide range of Corporate clients.

**HOLA BOSS GAMES** Enrique Ibsen 100 11560  
Jan 2010 / Jan 2011

I was assigned to create the entire animation of the "Video Teaser" and the Cinematic video" for a video-game project called "Alien Raider, Ilhu's Quest", an interactive experience designed for mobile applications.

**IMAGINATION FILMS** Adolfo Prieto 1756 03100  
Jun 2008 / Jan 2010

Cleaning 3d character Motion capture animation, create facial lip-sync and hand gestures, using Autodesk Maya and Motion Builder intensively for the movie project called "Z-baw Best friends"

**LOS HIJOS DE SU MADRE** Cervantes Saavedra 625 11500  
Jan 2005 / Jun 2008

Creating and animating 3d characters, Company logos and Motion Graphics. involved in the process of modeling, texturing, rigging and animation of various TV advertising and promotional campaigns for a wide range of Corporate clients.

**DIGITAL FILMS & VIDEO** Av Chapultepec No 409 06600  
Sep 2000 / Jan 2003

Creating and animating 3d characters, Company logos and Motion Graphics. involved in the process of modeling, texturing, rigging and animation of various TV advertising and promotional campaigns for a wide range of Corporate clients.

Online Video Reel:  
[v=kSlSkDruxBU](https://www.youtube.com/watch?v=kSlSkDruxBU)

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