

Cuitlahuac S.Albo

Character Animator & Animation Supervisor

About Me

I am a Mexican Character Animation enthusiast with over 15 years of experience in the animation industry. My passion for filmmaking drives me to create compelling animations that elicit powerful emotional responses in audiences. I take great pride in my work and have contributed to a wide range of projects, including 10 feature films, 2 TV series and many commercials and shortfilms.

Throughout my career, I have worked in a variety of roles, including animation supervisor and animation director. My expertise spans multiple fields, including Previs & Planning, Modeling, Rig, Layout, and Animation. I am constantly seeking new opportunities to challenge myself and grow as an artist.

Some of my notable achievements include contributing to the animation of award-winning films and collaborating with over 9 different animation studios. I am a dedicated and hardworking individual who is always looking to push creative boundaries and deliver the best possible results. I am currently seeking new projects that will allow me to showcase my talents and continue to develop my skills as an artist.

Softwares

Blender & Grease Pencil
Maya & Shotgrid
Davinci Resolve
Adobe AE, PR, AN & PS

Relevant Skills

Thumbnails & Storyboard
Modeling & Rigging
Layout & Character Animation
Render & Compositing
Editing

Contact

[Demo Reel](#)

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[Portafolio](#)

Work History

Freelance Artist

Over the course of the past two years, I have held positions as an Animation Director, Head of Animation, Character Animator, and Offline Editor for small-scale productions. In these roles, I have overseen the supervision of characters, animation, and special effects in various projects, including but not limited to "[Prismasters](#)" trailer (First half), "Los Perros", "Cocoon", and other short films.

Sep 21- Feb 23

Character Animator and Layout Artist

Kooltoon Entertainment

Character Animator, Layout Artist, and Offline Editor for the feature film "[Eagle and Jaguar, legendary warriors](#)" where I completed four scenes/sequences.

My responsibilities included character animation, layout, offline editing and a so called "Self-supervised animation"

Apr 21 - Dec 21

Senior Character Animator

Zebra Studio

Character Animator for the TV special Parade "Bolofest [2020](#) and [2021](#)"

Sep 20- Oct 21

Senior Character Animator

Boxel Studios

Character Animator for South Korea TV & web series "[Hanni & the Wildwoods](#)"

Jul 18 - Aug 19

Anima Studio

- [Wicked Flying Monkey](#) (3D Animated Feature Film, 2015) Animation Supervisor
- [Top Cat Begins](#) (3D Animated Feature Film, 2016) Animation Supervisor & Previs
- [The Legend of the Chupacabra](#) (2D Animated Feature Film, 2016) Rough Location Modeler
- [Ana y Bruno](#) (3D Animated Feature Film, 2017) Rigging
- [Monster Island](#) (3D Animated Feature Film, 2017) Animation previous notes
- [Here Come the Grump](#) (3D Animated Feature Film, 2018) - Rough Modeler & Digital Sculptor

Aug 13 - Feb 16

Other Projects & Studios

- [¿Qué Pasión?](#) (Televisa deportes animated series for the Olympic Games 2012) Modelling. Mar 12 - Jul 2012
- [Botball Adventure](#) (Facebook Game) Asset modeller, Rigg & Animation. Feb 12 - Jul 12
- *Xico y Hitzi* (Short film, Winner of the 2012 CROMAfest & protected it the FICM) Animation.
- [The Greatest Miracle](#) (3D Animated Feature Film, 2011) Animation & Cloth Simulation. Feb 10 - Mar 11
- [Z-Baw](#) (3D Animated Feature Film, 2012) Modeler, Rigger, Layout & Mocap Animator. Feb 07 - Oct 09

References

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Director
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