



GERARDO MONTOYA

Digital Animator

I have 30 years old & i was born in Saltillo, Coahuila.

I started with 3D environments, since then I have worked in different creative areas, from publicity to characters animation in video games.

My most recent position gave me the opportunity to coordinate a team, It was so that I could learn to get involved in the processes of development and animation planning for different types of content.

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EXPERIENCE

Game Animator Lead.

Yogome (2016-2018)

I lead the workflow, the process, and the quality of the animations contained in the games and special projects.

Main software: Spine

3D Animator

Ezqualo (2015-2016)

Visual content for social networks of companies such as BFGoodrich, Michelin, Sedalmerk..

Main software: Blender, After Effects

Animator Motion Graphics

MAX (2012-2015)

Cut Out Animations and motion graphics for e-Learning

Main software: After Effects

PROJECTS

Opa Popa Dupa NatGeoKids show (VFX generalist)

Children's series produced in TeleM xico studios, I worked as VFX Generalist, working on correction, beauties and visual effects during the development of the first season.

Reto Cuantrix (Creative Director)

Educational tournament sponsored by Yogome and Fundaci n Televisa, in "eSports" format, in which children win battles, solving mathematical problems. I directed the process and the quality of the characters and elements contained within the game, as well as animations for the set of T.V. and the average show.

EDUCATION

Couching Animators

specialty in 3d animation (2018-unfinished).

Art Direction for Animation by Marec Fritzinger

Art direction course for animated feature films (2011).

CEDIM (Centro de Estudios Superiores de Dise o de Monterrey)

Title in Digital Animator (2008-2012).

SKILLS

3D MODELING

(70%)

3D ANIMATION

(60%)

CUT OUT ANIMATION

(80%)

MOTION GRAPHICS

(80%)

