RAUL IBARRA

PROFILE INFO

I have always been interested in storytelling through films and the whole process that it involves.

I often occupy different positions in creative teams: storyboarder, 2D or 3D animator, editor, director or even in charge of a talented team assembled for a particular project.

My natural curiosity for the image, its techniques and its history has led me to develop a personal interest in drawing, new technologies and photography.

MY SKILLS

- After Effects
- Photoshop
- Premiere
- Illustrator
- Cinema 4D
- Maya
- Zbrush

LANGUES

- Spanish
- English
- French

WORK EXPERIENCE

Freelance/ 2D, 3D Generalist & Filmmaker   *June 2018 / Present*
Director & Editor
Compositing, VFX, match moving, rotoscoping, VR
Modeling, 2D/3D Animator

Monster GC/ Senior 3D Generalist   *Apr 2017 / June 2018*
Compositing, VFX, match moving, rotoscoping, VR
Modeling, 2D/3D Animator

La Otra Post/ Semi- Senior 3D Generalist   *Feb 2016 / Oct 2016*
Video Mapping
Modeling, 2D/3D Animator

Studio C/ Trainee 3D Generalist   *Nov 2012 / July 2015*
Compositing
Modeling, 2D/3D Animator

Studio C/ Trainee 3D Generalist   *June 2011 / Apr 2012*
Compositing, VFX, match moving, rotoscoping
Modeling, 2D/3D Animator

EDUCATION

SAE Institute / Interactive Projection Mapping   *Oct 2019 / Nob 2019*
TouchDesigner interface
Projection Mapping Production

Coaching Animators/ 3D Animation   *Oct 2017 / Feb 2018*
Animation principles
Body mechanics

CG Preceptor/ Expression with light   *OCT 2014 / MAI 2015*
Illumination process and render

Arte 7/ Cinematography production   *Oct 2014 / May 2015*
Complete knowledge of film production pipeline process

Studio C/ Hollywood Objective   *May 2011 / July 2011*
Most employed techniques in the film industry

Universidad Latinoamericana/ Animation Design *Jan 2008 / July 2012*
Computer Animation Bachelor's Degree