



# Saúl Mora Aguilar

3D ANIMATOR

To become part of an animation studio that help me to develop my skills in 2D and 3D animation, contributing to my laboral and personal experience.

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México City, 01710



## EDUCATION

UNIVERSIDAD PANAMERICANA – CAMPUS CD.MÉXICO

- ✓ **Engineer in Digital Animation**
- ✓ **Master 's Degree in Digital Narrative and Production**

2010 – 2014

2014 - 2015

## EXPERIENCE

PICO DE GALLO ANIMATION STUDIO| OCTOBER  
**3D Animator generalist**

19 oct, 2014 - 31 dec,2016

- Although 3D Character Animation is my passion, my experience inside Pico de Gallo has been wider. Not only I reinforce my animation skills, also I gain experience in other areas. That's why I decided to study Digital Animation, so I can tell new stories, memories and feelings through an animated character.

THE MOTION LAB| MARCH  
**3D Animator generalist**

3 mar, 2017 - 31 jan,2018

- Inside Motion Lab, I have been able to develop more my animation skills. Working everyday in my animation and design skills, I learned that both skills are very fundamental in providing a good and effective work.

HUEVOCARTOON| FEBRUARY  
**3D Character animator**

6 feb, 2018 -

- My role inside Huevocartoon is to bring animated characters to life and expressing several emotions in a shot.

## ADDITIONAL COURSES

- ✓ **PIXAR STORY & ANIMATION MASTERCLASS 2013**  
**Tecnológico de Monterrey Campus Cd. De México**

3-4 May of 2013

- ✓ **ANIMATURAS, COURSE IN 2D AND 3D ANIMATION**  
**Animation Studio "Los Hijos", course offered by Enrique Navarrete**

Feb 2011 – Feb 2012

- ✓ **THE ANIMATION COLLABORATIVE**  
**Emeryville,CA**

August 2016– Dec 2016

## SKILLS

### Autodesk MAYA

3D Modeling,  
texturing and animation

### Adobe Premiere

Video editing

### Adobe After Effects

Motion graphics,  
Animation

### Adobe Photoshop

Photo manipulation,  
editing, illustrations

### Adobe Illustrator

Illustrations

## INTEREST



I practiced Taekwondo for 8 years. I like to have a healthy body and I'm training in a crossfit gym.



Passion for music, in my free time I like to play the drums.



Learn new ways to animate a character. I enjoy learning new things not only about animation , rigging, rendering and modeling.