



JOSÉ ANTONIO PÁEZ

CG ARTIST

Highly creative and multitalented 3D Artist with extensive experience in visualization, films and TV Series.

PERSONAL INFORMATION

I began my career working in several Architectural 3D departments as CG artist making perspectives and animations of shopping centres, buildings, houses, and other facilities over the whole world.

Over the last years I have worked in the entertainment industry in animation films, series and videogames.

WORK EXPERIENCE

- | | |
|------------------------|--|
| 2019-Present | THQ Nordic
MOCAP animator |
| 2018-2019
2015-2017 | Tinker Magic Animation Studio
CG Supervisor
Mid Layout Artist & Junior Animator |
| 2018 | B-Water Animation Studio
Senior Lighting |
| 2013-2015
2017-2018 | KD Productions Toons and Games
3D Artist |
| 2010-2012 | Digital Dreams Films
3D Artist & Maya teacher |
| 2007-2008 | Alteraciones (Architectural Company)
Architectural Visualizer |
| 1998-2006 | Barzano (Architectural Company)
Architectural Visualizer & Max teacher |

EDUCATION

- | | |
|-----------|--|
| 2007-2010 | Master in CGI
DDF (Autodesk Training Center) |
| 1995-1999 | Design Manager Multimedia Bachelor
E.S.I. (Cambridge University Authorized Center) |

CONTACT



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SKILLS

Layout / previz

Lighting

Render

Compositing

Animation

SOFTWARES

Maya

Max

Nuke

Photoshop

Zbrush

Unreal Engine

After Effects

For more detailed information please visit my Linked in and my personal web. Thanks!