

# Oriol Sans Gomez | 3D Artist/Animator

**Address:** C\Torrent can mantega,3A, Barcelona | **Phone:** (+34) 652031730 | **D.O.B:** 06/02/1984, Spain

**Portfolio:** <http://www.oriolsans.com> | **E-mail:** [oriolsans84@gmail.com](mailto:oriolsans84@gmail.com)

## Education

- 2010 – 2011** MSc in Videogame creation, IDEC-Pompeu Fabra, Spain.
- 2009 – 2010** BA (Hons) Animation, Art & Design, Glyndwr University, Wales, United Kingdom.  
▪ Graduate Report: 1<sup>ST</sup> Class Student
- 2006 – 2009** Audiovisual Media Grade, Escola Universitària Politècnica de Mataró, Spain.
- 2005 – 2006** Technical of Management Computer Systems, Sant Francesc, Sant Francesc, Spain.
- 2003 – 2005** Technical of Telecommunications and computers, Joan Pelegrí, Spain.
- 2000 – 2003** High School of Thecnology, Escola Joan Pelegrí, Spain.

## Languages

**English:** Advanced

**Catalan:** Mother tongue

**Spanish:** Mother tongue

- Living 1 year in Wales, UK, studying a BA (Hons) Animation, Art & Design, Glyndwr University, 2010/2011.
- Intermediate Level & Academic English and British Culture Certificates, Glyndwr University, UK, 2010.

## Specific skills

**Development Environment:** Windows and Linux.

**3D/2D Software & plugins:** Autodesk 3D Studio Max, Autodesk Maya, Autodesk Mudbox, Adobe Photoshop, CrazyBump, Nvidia Normal Map Plugin, HDRShop, ATI CubeMap Gen, RayFire plugin.

**Modeling:** Creation of Low and High Poly models of characters, environment, weapons and props.

**UVs:** UV mapping with 3D Studio Max, Maya and Unfold.

**Texturing:** Painting (using digital tablet) and creation of photorealistic textures, Normal Maps, Difuse Maps, Specular Maps, Ambient Occlusion Maps, Alphas, particles and animated particles, skybox (HDR Shop & ATI CubeMap Gen), GUI & HUD.

**Animation:** Character Studio, Character Setup (Rigging & Skinning) with bones and biped, character animation, animation curves, Motion Capture, rigid animations and camera travelings.

**Illumination:** Light Maps with Light-trace and Radiosity. Other techniques: fake HDR ( Tone Mapping ), AO ( SSAO ).

**Particles/VFX:** Creation of complex particle systems using different subsystems, distortion textures and normal textures to recreate realistic effects.

**Software:** Adobe Premiere Pro, Adobe After Effects.

**Audio edition Software:** Adobe Soundbooth, Sony Sound Forge Pro, Steinberg Nuendo.

**Web Software & web design:** Adobe Flash, Adobe Dreamweaver, HTML, CSS, XML.

## Career

- 2010 – 2011** FNAC El Triangle, Spain , Videogame sales consultant.
- 2008 – 2009** WAI ENTERTAINMENT, Training - Audiovisual Media Grade, Creation & edition of audiovisual content.
- 2006 – 2008** GOPSE S.L., Projects presentation and delineation with Autocad.
- 2005 – 2006** SIMTEC S.L. Training - Management Computer Systems, Support and installation of computers & networks.

## Projects

- 2010 – 2011** **Girl of War: Third Person Shooter** developed with 3 programmers and another artist as a project for MSc Videogame creation.
- o Link: <http://www.youtube.com/watch?v=DOrzcN0EYfg>

## Other relevant data

Available to relocate.

- 2011** Attendance at GAMELAB Conferences, Barcelona, Spain.
- 2009** 3D Course, Art & Design, Glyndwr University, Wales, United Kingdom. ( **Graduate Report: 1<sup>ST</sup> Class Student** )
- 2008** Stop-Motion Course, Art & Design, Glyndwr University, Wales, United Kingdom.
- 2007** Live Sound Course, Glyndwr University, Wales, United Kingdom.