

# Claudio Jimenez Palomar | VFX Artist

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## Resume

I started working in the animation industry at the age of sixteen for a company called Gyroscopik Studios. The first job I had was as an animation director, also in charge of visual effects. I worked for Gyroscopik nearly for two years (2003-05). I left Gyroscopik in search of new experiences; somewhere I could learn new skills. In short I started working for another company called Metacube which focuses on animation and visual effects. I worked there on several projects regarding music videos and T.V. commercials. I then worked freelance for another company called Almex in which I made T.V. commercials. I left Guadalajara after a year in hopes of rendering my skills at Vancouver Film School.

During my last two years of high school I consecutively won two first prizes at INFOMATRIX, International Computer Project Competition in Bucharest (2005, 2006). The first time, I won the gold medal in the Computer Arts category. The following year I won competing in the Digital Content category. Recently I was invited to give a conference for students at Tec Milenio University of Guadalajara. In this conference I spoke about design and animation. I am now head of department of film and animation in a publicity company called ADKIN.

## Skills:

Softimage XSI  
Autodesk 3d Studio Max  
Autodesk Maya  
Digital Fusion  
After Effects  
Photoshop

## Languages:

English & Spanish