

CONTACT INFO:

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ABOUT ME:

I am a 3D generalist & motion graphics designer with a wide and long experience in branding, TV commercials, corporate video, music video, visualization, web and film VFX.

Lately I have been working, among other companies, for Miopia FX as a 3D freelance generalist:

A monster Call, new feature film of J. A. Bayona, director of "The Impossible" and "The Orphanage". Shading and lighting of the "sneakers" sequence.

GAME OF THRONES, shading, lighting, rendering and scene optimization of boats and sea in the "Hardhome" sequence [Season 5, Episode 8].

MOVISTAR, LAYS, COPPEL... and many other TV commercials. Modelling, animation, shading, lighting, rendering and particle effects. Mainly high-end 3D for integration with real footage.

Links to my reel and some other examples of my work:

<https://www.linkedin.com/in/raquel-avila-703a767>

<https://vimeo.com/user775421>

<http://www.basilisco.es/>

I started in computer graphics in 1991, as a member of T.I.P.O [Computer Graphics Workshop, Complutense University of Madrid], participating in the creation of "R.Y.E" and "D.O.S", two animated short-films projected at the prestigious festivals of Siggraph and Imagina respectively.

Since then, I have been working as a creative director and 3D & motion graphics designer for some of the leading visual effects and digital post-production companies in Spain.

In 1998, I felt the need to engage more in the creative process of the projects in which I was involved, and founded my own studio: "BASILISCO", where I worked until 2011.

Some of the highlights in my professional career include the creative direction of the TV-branding for several channels [E-music, Hispasat, HBO] and the proposals with which I won two international contests sponsored by the European Parliament: the first one to produce a spot to encourage European citizens to take part in the European elections and the second one to produce the open titles for the "SAKHAROV" awards ceremony.

Running my own studio gave me the experience to carry a project from concept to delivery, not merely from the creative point of view. I obtained considerable experience at every stage of a project's development: production issues, dealing with customers, as well as leading a team and managing a budget to achieve the best results while meeting deadlines.

My favourite projects are those that allow me to provide creative solutions. I really enjoy when I take a project from the conceptualization phase, but I feel equally comfortable when creativity is clearly defined by others and my job is to bring their ideas to life.

I am used to working individually and as part of a team. Due to the style and variety of projects in which I have been involved, I know that I feel equally comfortable leading a team or being part of it.

Today I continue to work as a creative director and 3D & motion graphics designer, for the same brands and clients with whom I have worked over many years.

BRANDS & CLIENTS:

BRANDS: HBO, FOX, TVE, E-Music, Hispasat, Telefónica, Movistar, BRAVO!, El Corte Inglés, Vodafone, YOIGO, Turespaña, Mapfre, Endesa, Ministerio de Fomento, Ministerio de Defensa, BCSH, Ausonia, Marqués de Riscal, Loterías del Estado, Agencia Tributaria, ADIF, AENA, McDonalds, ICEX, QBN, Coppel, Vichy, LAYS, Adidas, Mapfre, Pompadour, Game of Thrones...

CLIENTS: European Parliament, Miopia FX, SPARK, TAI, Doce gatos, PECA, Gin Films, Fósforo, Take it Easy, Pictures That Move, Estudio Ojo de Pez, Grupo Master, Biográfica, Grupo Secuoyas, El Colmo de las Imágenes, Telson, Vértice 360, Prosopopeya, E-mutation new media, Last Drop...

CAREER OBJECTIVES:

I absolutely love what I do, and my first career objective is to keep on enjoying my work.

Things are changing quickly in the mass media, there are new "screens" to create for beyond video, cinema or TV, and new ways to create and communicate. So, with an eye on the near future, I am becoming more and more interested in Virtual Reality, Augmented Reality, 360, and all kind of projects in which interaction with the viewer is involved.

SOFTWARE SKILLS:

Highly Skilled: Softimage/XSI, ICE, After Effects, Mental Ray, Arnold, Redshift.

Familiar with: Boujou, Maya, Cinema 4D, Premiere, Photoshop, Illustrator.

Additional: Dreamweaver, Flash, Encore, Microsoft Office.

EDUCATION:

Degree in Audiovisual Communication [Licenciatura] - Complutense University of Madrid [1992]

LANGUAGES:

SPANISH: Native

GALICIAN: Celga 4

ENGLISH: B2