

JANO OLMOS ALONSO, BA

(34) 618 894 924 • janoolmosalonso@gmail.com

Born: June 29, 1989, Madrid, ES

**RELEVANT
WORKS**

<http://theartofjano.com/> (Personal Website)
<http://yuhustudios.wix.com/work> (Yuhu! Studio Website)
<http://theartofjano.blogspot.com.es/> (Personal Blog)

EDUCATION

Master's Degree in 3D Character Animation, U-Tad University Centre of Digital Arts and Technology, Madrid, ES, 2013 – 2014.

BA in Fine Arts, Complutense University of Madrid (UCM), Madrid, ES, 2007 – 2012

Specialization: Sculpture

Thesis: "Digital technology incorporation to the traditional sculptural method"

Passed *Cum Laude*

EXPERIENCE



Framestore, London, UK, Jan 2018 – Present

3D Character Animator

- Animating Framestore-Disney feature film "*Christopher Robin*", "*Pinocchio*", "*His Dark Materials*" and "*Lady and the Tramp*".



Mikros Image Animation, London, UK, Sept 2017 – Present

3D Character Animator

- Animating a Paramount-Mikros feature film "*Sherlock Gnomes*".
Directed by John Wayne Stevenson



Cinemotion VFX Bulgaria, Madrid, ES, May 2017 – July 2017

3D Character Animator

- Animating a Universal-Cinemotion feature film "*The WoodyWoodPecker*".
Directed by Alex Zamm.



Ilion Animation Studios, Madrid, ES, November 2015 – May 2017

3D Character Animator

- Animating a Paramount-Ilion feature film "*Amusement Park*". Release on Theatres in 2018.
Directed by Dylan Brown.



TeamTo, Valence, FR, May 2015 – November 2015

3D Character Animator

- Animation for the TV Series "*Angelo la Debrouille*" (Season 3)



Studio Soi, Ludwigsburg, DE, February 2015 – May 2015

3D Character Animator

- Layout and Animation for the TV Series "*Trudes Tier*" (Season 1)



El Señor Studio, Madrid, ES, July 2014 – January 2015

Animator Assistant, CG Artist

- Modelling, Shading, Lighting, Animation, Render



Ilion Animation Studios, Madrid, ES, August 2014

Animation Internship

- Animating a scene from “*Mortadelo y Filemón Contra Jimmy el Cachondo*”.
- Not for the movie, for training and internship purpose only.



Yuhu! Studio, Madrid, ES, September 2012 – Present

Co-Founder, 3D Character Animator

- Create and develop a new animation studio focused on high quality production of characters, environments, and stories for short animation films and advertising services

Complutense University of Madrid (UCM), Madrid, ES, October 2012 – June 2013

Assistant Scholar, Department of Sculpture, School of Fine Arts

Advisor: Terrón PA, PhD

Complutense University of Madrid (UCM), Madrid, ES, October 2011 – June 2012

Undergraduate Student, Department of Sculpture, School of Fine Arts

Advisor: Terrón PA, PhD

HONORS AND AWARDS

Collaboration Scholarship, October 2012 – June 2013

Collaboration Scholarship, October 2011 – June 2012

“Conde de Orgaz” Excellence Award, May 2007

ART EXHIBITIONS/ PUBLICATIONS

Sculpture Exhibition, Complutense University of Madrid (UCM), Madrid, ES, 2011

Book Illustrator, Olmos MA, First Aid Techniques and Procedures, Madrid, ES: “Caja Madrid” Charity Work, 2007

Oil Painting Exhibition, “San Fernando” High School, Madrid, ES, 2004

Oil Painting Exhibition, “Huerta de la Salud” Cultural Center, Madrid, ES, 2003

RELEVANT SKILLS

Artistic skills: Proficient in Casting and modeling techniques (FX prosthesis, Metal, Foam latex, Silicone, Polyurethane foam, Polyester resin, Plaster, Rubber, and Clay molds), Stop motion animation rigging, 2D and CG animation, CG modeling, Texturing, Rigging, Character design, Concept art, Illustration, Storytelling, Layout, Art direction, Visual effects, Rendering and Compositing, 3D scanning and retopology

Software Knowledge: 3Ds Max, Maya, Mudbox, Adobe Photoshop, Mental Ray, V-Ray, Toon Boom Studio, TV Paint

Languages: Native Spanish speaker, Intermediate-level English