VILLOTA
MOTION GRAPHICS

INFO

Name — Jose Villota

Date of Birth — Madrid 22/05/1976

Place of residence — El Puig Valencia

Nationality — Spanish

Languages — Spanish (fluent) English (B1)

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▶ **REEL 2023**

▶ **REEL 2019**

▶ **REEL 2016**

▶ **REEL 2014**

SOFTWARE

AFTER EFFECTS

PHOTOSHOP

BLENDER

INDESIGN

ILLUSTRATOR

PREMIERE

UNITY

PROFILE

I have been working in motion graphics since 2002. My main skills are animation, illustration and art and character design. In addition, I have knowledge of 3D, and videogame development with Unity, and basics of programming languages such as C#, HTML, CSS.
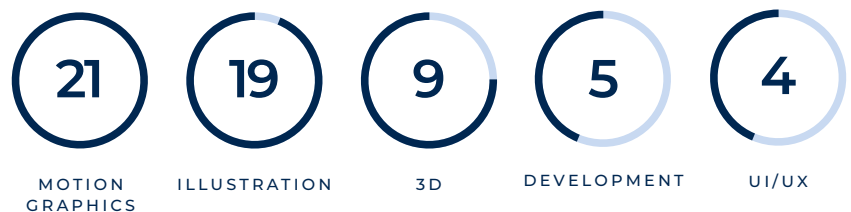
I've also done several personal projects in different areas. With them I've managed to develop and finish ideas and enjoy while learning different subjects needed for them.

I also have some experience in illustration, logo design, web design and information brochures design.

All this background has provided me with a wide motion graphics vision and the knowledge to choose working tools and task organisation to meet deadlines.

I would like to become part of a talented team and work on attractive projects. I love a good working environment.

EXPERIENCE (YEARS)

21	19	9	5	4
MOTION GRAPHICS	ILLUSTRATION	3D	DEVELOPMENT	UI/UX

EXPERIENCE

● **ELCA CONTENIDOS - REMOTE**   **2020-TODAY**
Social media content

- Social media and corporate videos. You tube, instagram, twitter.
- Advise and support in shootings.
- Story telling.
- Art direction.
- Looking for new ways of optimizing processes in after effects for publishing videos in different languages and formats.
- Main clients: **Mercadona, Importaco, Familia Martinez, Marie Claire,...**

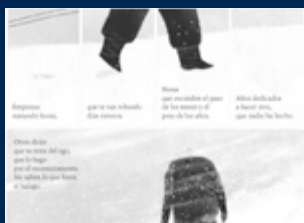● **FREELANCE - REMOTE**   **2013-2020**
Motion graphics

3D and 2D motion graphics for clients such us **LinkedIN, À punt, Addidas, Mapfre, Tele 5, Antena 3, Icex, BtheTravelBrand, Adeslas, Vivaz, Chocolates Valor, Hero, Grefusa, ...**

ILLUSTRATION - INFORMATION AND POETRY 2021

Theory and illustrations exploring the comunication possibilities in illustration.

UI/UX RESPONSIVE COMIC 2020

Web structure to publish responsive comics. Html, CSS.

MOBILEGAME FANGS - 2018

Full mobile game development. Idea, conceptual art, programming, 3D, animation and publishing.

APP MASKED - 2015

Idea, 3D and UI for an app that generates customized masks that can be used as social media avatars or in pictures.

WORK (CONTINUED)

TRIVISION - VALENCIA   2011-2013
Cinema and TV shows

2D and 3D motion graphics for TV shows, corporate videos and films.

ERROL FILMS - REMOTE   2009-2010
Cinema and TV shows

- Character and art design for the animated series "The Kids are All right" (pilot).
- Character and art design, 3d modelling, texturing and animation for the animated series "Sweet Dreams" (pilot).
- Animations based on illustrations for publishers **Richmond, Santillana, Casals.**
- 3D character animation for TV show **"Glumpers"**.

RESPIRA - VALENCIA   2007-2008
Shows and events

3D and 2D motion graphics.

LOCALIA - MADRID   2005-2006
Television

3D and 2D motion graphics for TV branding and TV shows.

LANETRO - MADRID   2003-2004
Mobile

3D and 2D motion graphics for clients such us **Ociomóvil, Proein, Contexta.**

TRICK DISEÑO AUDIOVISUAL - MADRID   2002-2003
Motion graphics studio

3D and 2D motion graphics for clients such us **Canal +, Disney Channel y Calle13.**

ERROL FILMS - MADRID   2000-2002
Audiovisual Producers

3D and 2D motion graphics for clients such us la **Vuelta Cilclista y Motion Pictures.**

EDUCATION

VISUAL POETRY WORKSHOP   2021
Escuela Minúscula

CUSTOMER EXPERIENCE MANAGEMENT   2018
EDEM, escuela de empresarios

ABC OF INTERNET BUSINESS   2015
EDEM, escuela de empresarios

CARTOONS AND ANIMATED FILMS   1998-2001
Escuela Superior de Dibujo Profesional

3D POWER ANIMATOR DE ALIAS WAVEFRONT   1996
CEV

AUDIOVISUAL DIPLOMA   1995-1996
CEV

BUP Y SELECTIVIDAD   1995
Instituto Ramiro de Maeztu. Madrid.

WRITING   MUSIC   MOVIES   FAMILY   PEOPLE