
JUAN ANDRÉS CERMENO SALAS

Madrid, Spain | +34 675 41 98 90

jcermenosalas@gmail.com | jcermenosalas.weebly.com

PROFESSIONAL SUMMARY

Hardworking student with a passion for traditional and 3D animation, concept art, character design and storytelling. Adept at working within a wide range of styles and tones. Great at applying proficiency in digital technologies and artistic skill to given projects. Played integral roles in the development of four short films during college.

SKILLS AND COMPETENCIES

- ✓ Storytelling
- ✓ Creative Direction
- ✓ Collaboration
- ✓ Animation and it's pipeline
- ✓ Eye for detail
- ✓ Easygoing, attentive teammate
- ✓ Fast learner
- ✓ Native spanish and fluent english speaker
- ✓ Patience and openness to feedback
- ✓ Enthusiastic approach

RELEVANT PROJECTS

ONLY NATURAL TO FORGET | July 2022 - In production

ÚLTIMA HORA | February 6, 2023 - February 13, 2023

VENDING MACHINE | February 9, 2022 - February 15, 2022

HUELLAS | September 2021 - June 2022

KARMA | February 9, 2021 - February 15, 2021

During my involvement in these projects, I have achieved the following:

- Voted by peers to be the Character Design Lead for 'Huellas'.
 - Quickly developed concept art and early drafts to kickstart the storyboard process.
 - Directed 4 artists communicating, assigning tasks, and providing constructive feedback with visual and embedded notes to guide artists in consistency and to improve aesthetics of work.
 - Worked with several departments, such as storyboard, cleanup, and color, to achieve model consistency.
- Voted by peers to be the Compositing and Editing Director for 'Only Natural To Forget' and 'Última Hora'.
 - Delivered weekly updates to the project's complete video, ensuring a full overview of the project at all times for the director.
 - Directed the project's sound, collaborating with the music composer.
 - Worked with Premiere, After Effects and Audacity to take the project to the next level, applying lighting, vfx, sound mixing and color correction.
- Worked as a storyboard artist, layout artist, background artist, animator, cleanup artist, and inbetweener, gaining experience in the pipeline.
- Filled the role of director, participating in all stages of the production.
- Learned to work in agile workflows, collaborating tightly with other 3 artists to fully deliver projects in under a week.
- Established a functional, adaptive naming convention for all assets.
- Helped with artistic direction, from backgrounds to music and sounds.

EDUCATION

I.E.S. Giner de los Rios

Bachelor of Plastic Arts | September 2018 - June 2020

ESNE University DesignCamp

Animacamp | July 2020

- Gained hands-on technical art experience by attending an intensive summer program.
- Developed a 2D animated short with peers in under 10 days. Directed the project to its completion, taking care of the character design, storyboard and animation choices as well as compositing and sound.

ESNE, Escuela Universitaria de Diseño, Innovación y Tecnología

HND (Higher National Diploma) in Creative Media Production | September 2020 - June 2024

- Obtained the 'Young Creators' scholarship by developing a short story, designing its main character and illustrating story beats.
 - Achieved proficiency with Autodesk Maya, Blender, Adobe Photoshop, After Effects, Premiere Pro, Adobe Animate, Toon Boom Harmony, Toon Boom Storyboard Pro and Zbrush.
-