Cristian Soler Sierra

Surfacing TD

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Pipeline TD with over 4 years of experience providing front-line support to artists at high-end animation studios. I am looking forward to providing the toolsets required to support your efforts to implement innovative state of the art pipeline solutions. In previous roles, I was involved in mentoring 4 apprentices; solved production-specific problems for the Lighting and Surfacing departments; and designed user-friendly tools fit for production needs.

EXPERIENCE

APRIL 2022 – PRESENT

Surfacing Technical Director
Mikros Image Canada, Montreal

- Maintained production systems for Maya and Katana.
- Developed new features for the Lighting, Shading and Previz departments.
- Collaborator with the research and development department improving Mikros' NPBR Arnold toon shader.
- Improved artist's workflow through pipeline quality checks.
- Became involved in mentoring 4 apprentices and a senior.

APRIL 2020 – APRIL 2022

Junior Technical Director
Skydance Animation Madrid S.L., Madrid

- Maintained and extended the pipeline tools available for the Lighting, Shading, Modeling, Layout, Set Dressing and Compositing departments.
- Involved in the creative development and implementation of a new Maya pipeline for the Lighting department whose purpose was to light scenes on a sequence level.
- Polished the farm dispatcher and the file management system.

OCT0BER 2019 – APRIL 2020

Junior Technical Director
Ilion Studios S.A., Madrid

- Performed general bug fixing helping the production to bring bug numbers down from 200+ to less than 120.

MAY 2018 – SEPTEMBER 2018

Junior Technical Director
Doctor Bocanegra AIE, Valencia

- Provided new tools to facilitate the process of cleaning Maya scenes.
- Optimized the studio's light rigging system.

OCTOBER 2017 – MAY 2018

Junior Technical Director
Barreira Arte y Diseño SL, Valencia

- Developed a procedural dust FX tool for Maya.
- Managed hardware and network security issues.

EDUCATION

SEPTEMBER 2018 – OCTOBER 2020

Master's in Computer Graphics, Virtual Reality and Videogames

Universidad Rey Juan Carlos, Madrid

- Used OpenGL and CUDA to approach foundation rendering and sorting algorithms.
- Studied both global illumination rendering techniques and non-physically based rendering algorithms.
- Studied advanced animation and fluid simulation algorithms.

SEPTEMBER 2016 – MAY 2017

Games Programming (Erasmus Program)

De Montfort University, Leicester

- Joined the European Erasmus Program for a year.
- Learned Unity and collaborated implementing a game engine.

SEPTEMBER 2013 – MAY 2018

Bachelor's Degree in Multimedia Engineering

Universidad de Valencia, Valencia

- Implemented foundational computer graphics and animation algorithms using OpenGL and Blender.
- Applied mathematical fundamentals such as algebra, trigonometry, and numerical methods to computer science principles.
- Studied Colour Theory, UI Design and Mass Media Communication.

SKILLS

- Advanced programming skills: Python, C++, Pyside2, PyQt
- General programming skills: MEL, C#, C, CSS3
- Basic programming skills: HTML5, Java, Lua

- Advanced knowledge: Autodesk Maya
- General knowledge: OpenGl, glsl
- General scripting: Katana, Unity
- Basic Shotgrid, Blender, Nuke, RV, Linux

LANGUAGES

Spanish · English · Catalonian · French · German · Mandarin

HOBBIES

2D Animation · Origami · Classical Music · Travelling · Toon / Stylized NPBR shaders · Photography

PROJECTS

Teenage Mutant Ninja Turtles: Mutant Mayhem (2023) · **Spellbound** (2023) · **Luck** (2022) · **Blush** (2021) · **Bikes, The Movie** (2018) · **StarRock** (2018)

AWARDS

Bikes, The Movie (2018) · GOYA XXXIII BEST ANIMATION FEATURE (NOMINEE)