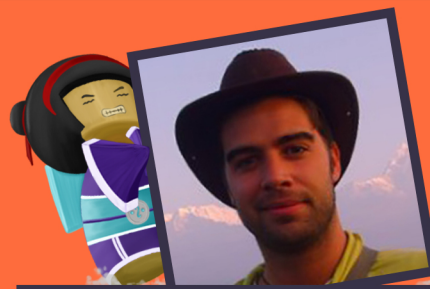


JUAN WHITTAKER TRONCOSO



Animator & Game Designer

WWW.JUANWHITTAKER-TRONCOSO.COM

ABOUT ME

I was fortunate to have known from a young age, what I wanted to do with my life. My affiliation with video games instilled in me a sense of purpose, which has served me to work tirelessly throughout my life towards achieving my ambition, of working in the video games industry. As a child, i was immensely inspired by the work of Nintendo and Disney. Super Mario impacted me like nothing before and the sheer intuitiveness of the controls and how it felt to run around as Mario inspired me to want to create and animate my own creations. I have always tried to reflect a sense of fun in my characters through a vast array of animations and control methods as I feel it is imperative, the player feels a great sense of joy when at the helm. It is precisely this principal, which has driven me to continue on my path, where along the way I have acquired the knowledge and ability to not only design games and animate, but also become accomplished in Programming, level designing and concept art.

LANGUAGES

ENGLISH ██████████ native

SPANISH ██████████ native

JAPANESE ████████□□□□□□□□ beginner

HISTORY

Legend: █ Studies █ Work

- 2004-05** University of the arts London Diploma in Animation Production (Studies)
- 2006-07** University of the arts London Diploma in 3D Modelling & Animation (Studies)
- 2007-10** University of the arts London BA Hons in Game Design (2.1) (Studies)
- 2011** Playmob Animator (Work) 3D Character rigging, skinning and animating
- 2011-12** Adaptive Affinity Web Designer / Animator (Work) Website designs / Banner designs / Website & banner animations
- 2012** Hertz Game Designer (Work) Game design / Animation / Level design / Programming / Art design
- 2012-13** Global Empire Soft Animator / Game Designer (Work) Rigging, Skinning, Animating / Create Game designs / Level designs / Programming
- 2013-14** The Minimart Web Developer / Animator (Work) Programming web sites & Apps / Create web site & banner animations / Design and build games
- 2014** Kakumei Studios Animator / Game Designer (Work) Rigging, skinning, animating / Game designer / Concept art design

PASSIONS

- Football
- Art
- Video Games
- Jamón
- Movies
- Tennis
- Travelling

SKILLS

- 3D ANIMATION
- 2D ANIMATION
- GAME DESIGN
- CONCEPT ART
- GAME DEVELOPMENT
- CHARACTER DESIGN
- RIGGING & SKINNING
- 3D MODELLING
- LEVEL DESIGN
- LOGO DESIGN
- UNWRAPPING
- C#
- + Texture Creation
- UI design
- Web development
- Javascript

TOOLS

Don't be shy CONTACT ME

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