

Alejandro de la Rosa Toro

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WORK EXPERIENCE

- The SPA Studios** **Mar. 2026 – Present**
3D Animator *Madrid, Remote*
- Currently working using multiple props per shot to make it match with 2D Animators Draws, sometimes with the freedom to animate with my own knowledge in order to deliver more realistic results
- Raised By Monsters** **Jan 2025 – Mar 2026**
Cinematic & Mocap Animator *Madrid, Spain*
- Animate the creatures and the characters of the **Lords Of The Fallen 2** game cinematics.
 - Responsibilities on the development of new animations for in house projects.
- Red Throne Studio** **Jun 2025 – Dec 2026**
Cinematic & Gameplay Animator *Valencia, Remote*
- Gameplay and Cinematics animations for an unannounced project.
 - Mix of mocap and keyframe animation.
- Out Of The Blue Games** **May 2025 – Sep 2025**
3D Animator *Madrid, Remote*
- Animations for **Call Of The Elder Gods**.
- Out Of The Blue Games** **Apr 2022 – May 2024**
Principal 3D Animator *Madrid, Spain*
- Animations for **American Arcadia**.
 - 2.5D and First Person animations.
 - Strong use of Unreal Engine.
- Megalis VFX** **Sept 2022 – Mar 2023**
VFX Animator *Japan, Remote*
- Creature animations for the film **Zom 100: Bucket List Of The Dead**.
- Piccolo Studio** **Feb 2021 – Apr 2022**
3D Junior Animator *Barcelona, Remote*
- Animations for **After Us**.
- Aaron Sims Creative** **Nov 2020 – Feb 2021**
VFX Junior Animator *L.A. , Remote*
- Creature animations and previz animations for an Unreal Engine Film.
- Estudio Future** **Mar 2019 – Jun 2019**
3D Junior Animator *Madrid, Spain*
- Internships carried out during my studies at U-Tad.
 - Animations for VR experiences

EDUCATION

Lightbox Academy

Sep 2019 – Mar 2020

Advanced Animation Master's Degree

Madrid, Spain

U-TAD

Aug 2017 – Jun 2019

HNC in Animation, Games and Interactive Environments

Madrid, Spain

SKILLS

VFX animation, gameplay animation, Creature animation, Keyframe Animation, Mocap Animation, Prop Animation, 2D FX, Unreal Engine, Maya, Blender, TvPaint11, Unity.