

Ignacio Villalta Fernández

Technical, Pipeliner & Tools Assistant

Hi!

My name is Ignacio, I'm from Algeciras and I've been working on my first animation movie for the past two years.

I'm a very resolute person and I tend to learn new tools very fast. My most used programs are Maya and Unity and I also know Python, Shotgrid, Deadline and Playmaker very well.

I'm a junior with a lot of passion and desire to continue learning about this amazing industry.

Contact

- Phone number: 645 441 375
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- LinkedIn: [Ignacio Villalta Fernández](#)



Experience

- **PIPELINE TA and Programmer** | Dragonkeeper 2021-2023
Tool management, technical assistance, support to different departments (Layout, Animación, Rig y CFX), deliveries and communication.
- **VR Programmer** | AulaArcade | 2018
Worked on "Terabots", an Unity VR videogame.

References

- **ÁNGEL GALINDO** | Pipeline TD Supervisor.
LinkedIn: [Ángel Galindo González](#)
- **ABRAHAM LÓPEZ** | Animation Director.
LinkedIn: [Abraham López Guerrero](#)

Career

- **RIGGING & CHARACTER FX** | 2019-2020
Utad - Madrid
- **3D ANIMATION, VIDEOGAMES AND INTERACTIVE ENVIROMENTS** | 2016-2018
Cesur Sevilla, Sevilla

Languages

- Spanish: Native
- English: B2