

SKILLS:

SOFTWARE:

- Maya & Blender
- Photoshop, After Effects, & Premiere
- Harmony
- Opentoonz, & Krita

LANGUAGES:

- English & Spanish

FERNANDO NATANAEL

TERÁN MOCTEZUMA

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- 🏠 Residencial Zacatenco, Gustavo A. Madero
- 🎓 SAE Institute México, Carrera: Animación y VFX

I have always been interested in animation and video editing. Making characters expressive has always interested me, also with images and giving them a context (whether horror or comedy).

I'm interested in areas where you can move or draw the characters, also one where I can improve my skills in Premiere or After Effects as I find both programs quite entertaining.

And my long-term goals are to be able to create a mini series or comic. Whether in a studio or independently.

Experience:

2019 - 2023

Estudio

Graduate.

I have worked on Stop Motion school projects, traditional 2D, and Duik. During my thesis I specialized in animating the characters of the short using Duik, it was easy for me since it was similar to using Maya or Blender. After that I was commissioned to work on backgrounds where I was able to demonstrate my talent with details and shadows.

During my traditional 2D work I was in charge of animating characters and creating backgrounds. I find it easy to copy styles.

I also did my social service at Polygon, where I worked making small 3D animations. And a little costume modeling on the characters.

DEMO REEL:

<https://youtu.be/gAAhcfydV5o>

PORTFOLIO:

<https://fernando1.wixsite.com/nathanm>