

Juan Carlos Ochoa

Post production and Art director

Bogotá, Colombia, South America

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Introduction

Experienced and passionate post production and graphical art director with outstanding ability to work under pressure and meet the stringent deadlines. With strong foundation on traditional arts and advance knowledge of current 3D and 2D software. Team leader and excellent coach with ability to work well with others.

Experience

2011 - 2012

Senior 3d Director

Tiempo de Cine

Bogotá, Colombia

Create animation, illustrations and concept art for a diverse group of clients, such as: museum installations, t.v. commercials and video games.

2010 - Present

Creative Director

Juan Ochoa

Bogotá, Colombia

Create animation, illustrations and concept art for a diverse group of clients, such as: collectible card games, print media, t.v. commercials and video games.

2009-2010

Animator

Remedia for All

Buenos Aires, Argentina

Created animation and 3d assets for various projects, including music videos for Stereolab, Juan Pablo Manzanero, the UK *Tron* website, and others.

2007-2009

Animator

EFE-X

Bogotá, Colombia

Created animation and 3d assets for Broadcast commercials and film. Performed layout and camera direction duties.

2005-2007

Lead Animator

Morell Design

Bogotá, Colombia

Created 3d assets and concept art for broadcast commercials and film, including the award-winning film short *RojoRed*.

2007-2009

Animator

Crear TV

Bogotá, Colombia

Created animation and 3d assets for broadcast commercials.

2005-2007

Animator

Patofeo Films

Bogotá, Colombia

Created animation and 3d assets for broadcast commercials and music videos. Performed camera direction and storyboarding duties.

2000-2005

Lead Animator

RCN TV - In-House Agency

Bogotá, Colombia

Created animation and 3d assets for national t.v. network. Assisted with set design and station image creation.

1997-2000

Illustrator/Designer

Zona Gráfica

Bogotá, Colombia

Illustration and Design duties for high-end print and design house.

1996-1997

Lecturer

Escuela Pedagógica Experimental

Bogotá, Colombia

Gave a specialization class on graphic narrative and comics for high school students.

Skills

Strong foundation in traditional drawing and painting

Proficient knowledge of Adobe Photoshop, 3dStudio max 2012, Zbrush 4.o. Painter10, Combustion, AfterEffects, Unity 3d

Strengths

Extremely creative and passionate about art
Ability to meet deadlines and see a project to completion
Ability to respond to critical feedback and works well with other collaborative minds.

Education

1994-1995

Internship in the production of “El Circo” and “La Selva Oscura” traditional animation shorts, with Carlos Santa.

Universidad de los Andes, Arts Program, 1994-1997

Personal Projects

Birdsong

Independent Comic book, Script by Josh Williams. print run of 500.

Roger Owt

Webcomic, at www.rogerowt.com

Fanciful Follies

Webcomic, at <http://comic.juanochoa.co/>

Orion's Arm

Images for Worldbuilding project at www.orionsarm.com

Tostadora de Cerebros

Independent Comic book, various authors.