



SEBASTIÁN FÁBREGA LÓPEZ

Senior 2D Animator / Character designer, 2023.

Barcelona, Cataluña, España.

RESUME After graduating as an industrial designer in Santiago de Chile in 2006, I came to Barcelona to study animation. Finally, I stayed in Spain and worked as animator and illustrator.

Since then I have been working as a 2D animator, character designer and director. I have participated in web series projects, TV series, spots, short films and video games in different studios, productions and companies in Barcelona and Santiago de Chile.

Until December 2021 I provided animation and supervision services for the videogame company Social Point SL. During 2022 I have been creating my own animation project: "La Saga del Sur" ("The South Saga"). It has got a dossier, teaser and web.

Contact

+34 615496131 (Mobile)

s.fabrega@gmail.com

Web

www.sfabrega.com/

@sfabrega (Instagram)

Aptitudes

Character Design

2D Animation

EXPERIENCE

Socialpoint, Senior 2D Animator and Supervisor

March 2018 - December 2021 (3y 10m) Barcelona, Cataluña, España.

Animation of assets for: Dragon City, Monster Legends & Tasty Town.

Animation of gameplay videos for the marketing department. Supervision of outsourcing works.

Animenta Producciones, Director of Animation TV Serie

January 2017 - December 2018 (2y) Región Metropolitana de Santiago, Chile.

Director of "Las aventuras de Ogú, Mampato y Rena", animation TV serie based upon the comic book of the famous chilean cartoonist Themo Lobos. Sponsored by the Santo Tomás Institute.

Socialpoint, Senior 2D Animator

March 2013 - December 2016 (3y 10m) Barcelona, Cataluña, España.

Animation of assets for: Dragon City, Monster Legends & Tasty Town.

Animation of gameplay videos for the marketing department.

Triacom Audiovisual

Character Designer

December 2011 - March 2012 (4 m) Barcelona, Cataluña, España.

3D Animation TV Serie: "Bubble Bip", TV3.

2D Animator

January 2011 - November 2011 (11m) Barcelona, Cataluña, España.
2D Animation TV Serie: "La Lua i el món", TV3.

Postoma Studio SCP 2D Animator / Artist

Juny 2009 - December 2010 (1y 7m) Barcelona, Cataluña, España.
Member of the creative team of the short film "Birdboy", winner of Goya 2012 at best animation short film.

Nikodemo Animation 2D Animator

February 2007 - May 2009 (2y 4 m) Barcelona, Cataluña, España.
Character designer / 2D animator.

Leyenda VFX Freelance Storyboard Artist

October 2005 - December 2005 (3m) Región Metropolitana de Santiago, Chile.
Storyboard of "31 minutos, la película".

EDUCATION

Universitat Politècnica de Catalunya

Master on professional production of 2D animation
January 2006 - December 2006, Barcelona, Cataluña, España.

Universidad de Chile

Industrial Designer, Bachelor of design
March 1999 - March 2005, Región Metropolitana de Santiago, Chile.

SKILLS

Hard sketch drawing.
Creative concepts proposals.
Cartoonist.
Storyboard & animatic.

LANGUAGE

Spanish (Mother tongue)
English (B level)

SOFTWARE

Adobe Animate (Flash), Advanced.
Adobe Photoshop, Medium.
Adobe Premier, Medium.
Adobe Suite (others), Basic.
Spine, Basic.
Blender, Basic.

