# Gonzalo San Martín Astola

Character Animator and Storyboard Artist

Solid knowledge of animation principles and storytelling. Trained in life drawing, character design, digital painting and graphic storytelling. Speaks three languages: English (Fluent), Spanish (Native), Basque (Native).

### **Storyboard Artist**

Bardel Entertainment (Vancouver, BC) August 2017 - March 2018

Storyboards on "44Cats"

#### **Storyboard Revisionist**

Bardel Entertainment (Vancouver, BC) February 2017 - June 2017

Storyboard Revisions on "Monster High"

#### **3D Character Animator**

- Bardel Entertainment (Kelowna, BC) June 2016 - January 2017
- The Thinklab (Madrid, Spain) November 2015 - April 2016
- Lightbox (Madrid, Spain)
- Vodka (Segovia, Spain) February 2010 - April 2013

Character Animator on "Teenage Mutant Ninja Turtles"

Character Animator on the feature film "Deep"

Character Animator on the feature film "Capture the Flag"

Character Animator on TV Shows "Jelly Jamm" and "Bugsted"

#### Flash Animator and Illustrator

Freelance 2008 / 2011 - 2013

Several art and Flash animation projects for different clients

#### **Comic Artist**

- Sextories Magazine 2018 - Biannual Collab.
- Diario Noticias de Álava December 2004 - February 2006

#### Comic artist

Comic artist for local newspaper

#### CGMA (Online)

## Storyboarding for Animation.

- **Animation Principles**
- Storytelling
- Acting
- Maya

## Pepe-School-Land (Barcelona, Spain)

Two Year Full Time Course on Illustration (plus a Final Project Year)

## **Cloudscape Comics**

2017, Vancouver, BC - Member

Attends meetings and takes part in activities. Helped at Cloudscape table at VanCAF '17.

#### **ZUZUMBA Fanzine**

2013 - Coordinator, Artist and Publisher

Self-Published a fan tribute to CN show 'Adventure Time', gathering 20+ artists. Nominated for Best Fanzine at Salón del Comic de Barcelona comic convention.

#### Asociación Brainstorm

2004-2009 - Vitoria-Gasteiz, Spain

Co-founded and led Brainstorm, an association dedicated to organizing events around comics, videogames and geek culture.