

Cristobal (Chris) Aguirre

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www.chrisaguirre.crevado.com | [Keyframe Magazine Article](#)

Dynamic, creative and ambitious **Animation Artist & Art Director** with extensive and far-reaching industry experience. Seeking an art direction or visual development role that will allow for continued career progression. Began an impressive artistic journey working as a boot designer for a blue jeans designer that served with Jordache. In addition, worked as a political cartoonist for The El Paso Times. Upon relocating to San Jose, decided to pursue a childhood dream of working in cartoon animation, which turned into designing major characters such as “Puss In Boots” for Shrek 2. Areas of expertise include background, tonals, layout, mechanics and storyboarding, studying these areas with prominent industry artists. Accolades include winning an Emmy.

CORE COMPETENCIES

Character Design, Visual Development, Background Layout Design, Orthographic Concepts, Modeling, Background Tonals, Color Script & Color Key, 3D & 2D Production, Render Drawings, Fur Textures, Mouth Charts, Expressions, Acting Poses, Story Board Revisions, Sitcom Development, Teamwork, Leadership, Strong Work Ethic

Art Director Expertise

Combine exceptional communication, leadership, and collaborative skills while working in tandem with the director and line producer to breakdown scripts and review story reels. Lead the design/development of background concepts, 3D production layouts, interior sets, exteriors, and background layouts. Proactively discuss character designs and props, ensuring they fit the with the overarching story and design requirements. Provide mentorship and guidance to a team of artists, ensuring they have clear assignments and expectations. Leverage strong attention to detail skills while reviewing all work to maintain design continuity and color script. Further, utilize excellent analytical abilities while ensuring each team member has the tools/information they need to keep everything running smoothly and meeting deadlines.

Threshold Animation | Art Director (2008 – 2009)

- Served as Art Director for “Bionicle” The Legend Reborn, “Hero Factory”, and “Atlantis” Lego
- Developed backgrounds, rough orthographic concepts of all backgrounds for modeling, and background tonals
- Handled the design of the color script and color key backgrounds

Kickstart Productions | Art Director (2005)

- Directed 3D production while also serving as character designer and handling background layout design

DreamWorks SKG Animation | Art Director (1996 – 1999)

- Steered the development of “Joseph The King Of Dreams” Direct to Video as Art Director
- Selected as Art Director for the visual development department at DreamWorks SKG Television Animation
- Excelled within the Visual Development Department to fashion concepts and presentations used in pitches
- Duties encompassed character design, background design color keys and storyboarding
- Partnered worked artists to facilitate story development and research in an effort to finalize styles

EXPERIENCE

Netflix Animation | Visual Development & Background Design, “Spirit Rangers” (2020 – 2022)

- Contributed meaningfully to this forthcoming Netflix show for preschoolers that focuses on a story of three Native American siblings; strive to maintain historical accuracy and learn about other tribes as a part of this process
- Duties included background design, 3D production, character design, prop work and completing Native American research for production purposes

Freelance & Staff Work | Designer (2000 – 2020)

- Active during 3D production layout and Orthographic drawing processes while at Splash Entertainment, conferring with the Director and head of story to effectively design sets (2020)
- Completed background concepts and rough characters for Spin Master’s TV Animation production (2018)
- Contributed actively to DreamWorks TV’s “Trolls” (2016 – 2018), along with 3D DVD production for Splash Entertainment (2016)
- Finalized background layout design for Hasbro Animation (2015) and for Nickelodeon’s “Dora and Friends” (2013 – 2015), along with projects for Bento Box Animation (2011)
- Handled production design and visual development for RGH Entertainment’s “Santa Claus” (2011 – 2012), along with background layout work on “Zhu Zhu Pets” for Moon Scoop Productions (2009 – 2010)

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Freelance & Staff Work | Designer (2000 – 2020) Continued. . .

- Contributed actively to Mike Young Productions' "Twisted Whiskers" (2007 – 2008), the Big Bad Tomato's "Bear Project" (2007), Fables Productions, LLC's "Tortoise And The Hare" (2007) and Vanguard Animation's "Space Chimps" (2006)
- Integral to productions for Warner Bros. Television Animation (2006) and Universal Cartoons Studios/ Made in Paradise Productions' "Babe" (2006)
- Crucial to efforts for Nickelodeon Animation Studios' "Talk And The Power Of JuJu" (2006) and assorted assignments for Alcon Entertainment, LLC (2006)
- Participated in Warner Brothers' "Hong Kong Phooey" Live Action (2006) and the Walt Disney "Toy Story 3" feature animation (2005), along with being an Art Director for Kickstart Productions' "Finley The Fire Truck" (2005)
- Partook in Warner Brothers' "Old McDonald" and "Back In Action" feature animations, along with Tom & Jerry in "The Great Space Chase" and "Fast & Furriest" direct-to-videos (2003 – 2004)
- Actively provided expertise during Mike Young Productions' "Polly" for TV production (2003), along with Nigel Production's "Wild Life" feature including 3D production (2003)
- Named Production Designer for SD Entertainment's "Dinotopia"(2002 – 2003)
- Completed Tom T Animation Productions' "Baldo" (2002)
- Contributed to Mike Young Productions "Maya & Miguel" television project (2001)
- Took on an active role during Meatball Animation/Columbia TriStar's "Eight Crazy Nights," an Adam Sandler animated feature (2000 – 2001)
- Completed Paloma Productions "Meowzer" along with works for Stillwater Productions Company, Inc. (2000) and MTV/VH1's Animal Trax and Sunbow Entertainment's Molly O (2000)

DreamWorks SKG/Pacific Data Images | Character Designer (2001 – 2002)

- Engaged in work for "Shrek 2" and "Puss In Boots" feature films, creating characters for the Sculpting Department
- Facilitated work including turnarounds and rough concepts

Freelance & Staff Work | Various Roles (1990 – 1999)

- Worked on The Wild Thornberrys (1999), the Walt Disney Feature Animation Toy Story 3 (1998 – 1999) and Happily Ever After for HBO (1996)
- Also freelanced for Matinee Entertainment (1996 – 1997), Friz Freleng and Virgil Ross Special Editions (1994), Applause Inc. (plush design 1993 – 1994)
- Served as a Character Design Teacher for Animation Academy, Cal Arts, et. al. (1994 – 1999)
- In addition, engaged in character and background layout and design for Warner Brothers' "Looney Toons" (2001), Incredible Mr. Limpet" (1999) and "Space Jam" (1994 – 1996)
- Proudly worked on Steven Spielberg's Tiny Toons Adventures and Animaniacs (1990 – 1994)

Awards

Emmy TV Production

(2x) – City of Los Angeles Certificate Award for Native American Heritage Month Art Exhibition

EDUCATION & CREDENTIALS

Maya, Surface Modeling, Renderman, Gnomon Inc. School of Visual Effects

Flash, Animation Academy

Photoshop, Weynand Training International

Fine Arts Major, University of Texas at El Paso

Fine Arts Major, El Paso Community College