

# Javier Edo

## Address

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## Skills

Modeling, Lighting, Look Development, Programming, Pipeline.

## Experience

**Generalist Technical Director**, Double Negative LTD. March 2010 - Present

- Shader development team (Clarisse) (R&D, All Shows)
- Heart of the Sea (2015) (Lighting TD)
- Jupiter Ascending (2015) (Lighting Lead)
- Unannounced Project (2014) (Generalist TD, modeling/texturing/lookdev/lighting/fx)
- The Hunger Games: Catching Fire (2013) (Lighting TD)
- Fast and Furious 6 (2013) (Lighting TD)
- Thor 2: The Dark World (2013) (Pipeline)
- Shader development team (R&D, All Shows)
- John Carter (2012) (Pipeline)

**Online Modelling & Texturing Instructor**, Animum live June 2013 - Present

**Developer**, Self-employed February 2009 - Present

- 3D Sculpting App: forger ([www.forgerapp.com](http://www.forgerapp.com) @forgerapp)
- 3D Game Engine.

**Co-Developer**, Degree Project November 2008 - February 2009

- 300 hour degree project. Programmer and Game Designer.
- Co-developed a 3D Graphics Adventure Game Maker for the iPhone.

**Intern**, CeVI, Jaume I University, Castellón, Spain October 2008 - December 2008

- 300 hour degree internship as 3D Generalist at CeVI, Graphics R&D dept. of *Jaume I University*.
- Modeled, textured and rigged characters for R&D projects.

## Education

*Bachelor of Engineering*, in Computer Science, Jaume I University, Castellón, Spain, 2009.

*Portraiture and facial anatomy for Artists*, workshop, Scott Eaton, London, UK, July 2012.

*Compositing Basics*, seminar, Pepe-School-Land, Barcelona, Spain, June 2008.

*Rigging in production*, seminar, Pepe-School-Land, Barcelona, Spain, April 2008.

*Modeling in production*, seminar, Pepe-School-Land, Barcelona, Spain, March 2008.

**Honors & Awards** 2012, 3DWorld magazine CG Awards "New Application Award" nominee.  
2009, Pixologic Turntable Gallery Contest winner.

**Computer Skills**

Languages: C/C++, Python, Assembler (MIPS/x86), MEL, MAXScript, HTML, PHP, SQL.

Libraries: OpenGL, Qt, PyQt, PySide, cgkit, boost::python, bullet physics, OpenEXR, OpenAL, Recast & Detour, iOS SDK, Maya API, Houdini HDK, Clarisse SDK.

Software: Maya, 3D Studio Max, Houdini, modo, ZBrush, Mudbox, Mari, Photoshop, Bodypaint, Nuke, Arnold, Mental Ray, VRay, Prman, Mantra, Clarisse.

**Languages**

English(fluent), Spanish(native), Catala(native)