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[Referencias a petición](#)



Javier Diéguez

Circus artist with a background in urban dance and 3D development. I have a keen interest in the union of corporal, formal movement languages of circus and breaking, as well as the treatment of the actor's body on stage with motion capture tools.

Profesional

[CRECE 2025 – Alegres e Insensatos \(Creating Circus Exchange – Teatro Circo](#)

[Price / Carampa Circus School – Madrid\) \(20/8/25 - 15/9/25\)](#)

I was lucky to be selected for CRECE 2025 where we created a long format show with a troupe of 11 artists from different parts of the world in a couple of weeks. Under the direction of Joel Marti, this year's proposal was 'Alegres e Insensatos', a transgressive show about exploring scenic risk. I did mainly textual work and acrobatics.

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Emerging artist showing from Rogelio Rivel (Bidó de Nou Barris) (14/12/24)

As part of the preshow of Rara Avis, [Ateneu9B](#) winter circus show, I was selected as one of the emerging artists of the [*Pla D'Impuls al Circ*](#) program to make a small showing of my work in progress act.

Circus Cabaret – Sala Milaway (20/11/24)

Circus cabaret where I did a small clown and acrodance number making use of a depth camera (Kinect V2) for the first time.

Performances inside the show VIU!! – Mercat Flors (April 2024)

A Series of 5 group performances in Mercat Flors for their program '[*Circ d'Ara Mateix*](#)' where I did acrodance.

Education

Técnico Superior en Artes Circenses (Escuela de Circo Rogelio Rivel, September 2023 – July 2025)

Professional circus formation, formalized and fulltime. I specialized in acrobatics and handbalance, and developed my movement language from breaking.

As part of the degree, I developed a [15 minute](#) solo where I use depth cameras and reactive sound effects that dialogue with my body language.

BSc Computer Games Technology (University of Portsmouth, September 2016 - July 2019): Upper 2nd class honours.

Degree in game development. I created different [games](#) and [tech demos](#), taking special interest in physics simulation. A lot of my work here is available on [Youtube](#).

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Other

Funk Format – Volunteer Assistant (Portsmouth, September 2016 – February 2020):

During my studies in UK I collaborated, trained and performed semi professionally along Sasha Biloshishky, dancer and CEO of Funk Format. I highlight performances for the Chinese Society in Portsmouth Guild Hall, workshops in schools surrounding Portsmouth and competing in the first edition of *Portsmouth Breaking Battle* that I ended up winning!

Omni Digital Technologies - ‘Psycasso: A Disturbingly Creative Adventure’ (April 2021 – September 2023) – Game Developer:

I worked on experimental *gameplay* elements. Psycasso is an indie game developed with [Unity](#), I have worked with *Omni* [other times](#) in the past.

Talentum Digital – Web Development (July - October 2021):

I wrote the online store for one of Talentum’s clients, [Kú-Cycle](#).

Climax Studios – Game developer (May 2019 – April 2021)

I worked in 3 different codevelopment teams, using [Unreal Engine 4](#):

[Returnal](#) – Online Team (May 2019 – June 2020), [Destruction All Stars](#) – Accesibility Team (July – October 2020), Returnal – Accessibility (October 2020 - April 2021)