

Daniel Martinez

Overview

Candidate Biography

- Highly skilled 3D Animator with expertise in character animation, rigging, skinning, and motion capture.
- Led animation teams and collaborated with diverse creative professionals on various projects.
- Proficient in animation software such as Maya and Blender, with experience in VFX, storyboarding, and character design.
- Worked on notable projects including gaming animation, architectural visualizations, educational series, and VR experiences.
- Awarded Best Animation Short Film at the Model City Animation Festival and recognized for an outstanding animation portfolio by Model City University.

Technical Skills

- 3D Character Animation
- Rigging and Skinning
- Motion Capture
- Keyframe Animation
- 3D Modelling
- Texturing and Lighting
- Storyboarding
- Character Design
- Animation Software (Maya, Blender)
- Visual Effects (VFX)

Most Recent Role

3D Animator, Model City Studios, June 2020 - Present

- Led the animation team in creating captivating 3D characters and environments for various projects.
- Collaborated with art directors and project managers to meet creative objectives.
- Stayed updated on industry trends and implemented cutting-edge animation techniques.
- Specialized in 3D character animation, including rigging, skinning, motion capture, and keyframe animation.
- Contributed to the development of visually stunning and emotionally compelling animations.



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Career History

Present
-
Jun 2020

3D Animator
Model City Studios

Lead the animation team in creating captivating 3D characters and environments for various projects. Collaborate with art directors and project managers to meet creative objectives. Stay updated on industry trends and implement cutting-edge animation techniques.

Jun 2020
-
Sep 2018

3D Animator
Freelance

Gaming Animation: "Epic Quest"

Developed character animations and in-game cinematic sequences for an independent video game. Collaborated closely with the game development team to ensure animations aligned with the storyline and player experience.

Architectural Visualization: "Modern Residence"

Produced 3D architectural animations for a real estate project. Created realistic walkthroughs and flyovers to showcase the design and features of a modern residential property.

Educational Animation Series: "Science Explorers"

Designed and animated characters for an educational series aimed at teaching science concepts to children. Utilised engaging visuals and storytelling to make learning fun and interactive.

Virtual Reality (VR) Experience: "Underwater Adventure"

Created immersive 3D animations for a virtual reality experience set underwater. The project involved designing aquatic life, underwater landscapes, and dynamic interactions for an unforgettable VR adventure.

Aug 2019
-
May 2019

Junior 3D Animator
Digital Creations

Contributed to the creation of 3D animations for advertisements and promotional content. Assisted in character design and animation sequences. Gained hands-on experience in a fast-paced studio environment.



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Standard dimensions are: 1800 x 200

Education

- Advanced 3D Animation Techniques, A top UK university, September 2016 - May 2020
- Digital Animation Masterclass, A renowned digital arts institute, Completion Date: July 2020