



CANDIDATE SUBMISSION FORM

Name:	Daniel Martinez
Position Submitted For:	Senior 3D Animator
Interview Availability:	Immediately
Notice Period:	NA
Upcoming Travel Commitments:	NA
Work Rights:	UK National

Summary of Experience/ Suitability:
<p>Daniel Martinez is a seasoned 3D Animator with a robust background in creating captivating animations for a variety of projects. Currently leading the animation team at Model City Studios since June 2020, Daniel collaborates closely with art directors and project managers to achieve creative objectives and stay abreast of industry trends.</p> <p>Previously, Daniel gained valuable experience as a Junior 3D Animator at Digital Creations from May 2019 to August 2019, where contributions included creating animations for advertisements and promotional content, as well as assisting in character design and animation sequences.</p> <p>Additionally, Daniel worked as a Freelance 3D Animator from September 2018 to June 2020, developing an impressive portfolio through diverse projects such as gaming animations, architectural visualizations, educational series, and virtual reality experiences. Notable projects include "Epic Quest," "Modern Residence," "Science Explorers," and "Underwater Adventure," showcasing a blend of technical skill and creative storytelling.</p>

Key Skills:
<ul style="list-style-type: none">• 3D Character Animation: Expertise in creating lifelike and engaging 3D character animations.• Rigging and Skinning: Proficient in setting up character rigs and applying skinning techniques.• Motion Capture: Skilled in using motion capture technology to enhance animation realism.• Keyframe Animation: Experienced in traditional keyframe animation techniques.• 3D Modelling: Competent in creating detailed 3D models.• Texturing and Lighting: Knowledgeable in applying textures and lighting to enhance visual appeal.• Storyboarding: Capable of developing storyboards to plan animation sequences.• Character Design: Adept at designing unique and expressive characters.• Animation Software: Proficient in using industry-standard software such as Maya and Blender.• Visual Effects (VFX): Ability to integrate visual effects into animations.• Project Management: Skilled in managing animation projects to meet creative objectives.



CANDIDATE'S CAREER HISTORY

3D Animator, Model City Studios

Jun 2020 - Present

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.

3D Animator, Freelance

Sep 2018 - Jun 2020

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.

Junior 3D Animator, Digital Creations

May 2019 - Aug 2019

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.