



Candidate

DANIEL MARTINEZ

Location: UK

Notice Period: NA

Salary Expectations: £50k

Daniel Martinez is a creative and highly skilled 3D Animator with expertise in character animation, rigging, skinning, motion capture, and keyframe animation. With experience leading animation teams and collaborating on diverse projects, Daniel consistently delivers visually stunning and emotionally compelling animations.

Candidate Presented by:

→ **Thomas Vose**

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CANDIDATE OVERVIEW

Executive Summary

Daniel Martinez is a highly skilled 3D Animator with extensive experience in character animation, rigging, skinning, motion capture, and keyframe animation. With a passion for bringing characters, environments, and narratives to life, Daniel has successfully led animation teams and collaborated with diverse creative professionals to deliver visually stunning and emotionally compelling projects. Proficient in industry-standard software such as Maya and Blender, Daniel consistently stays at the forefront of animation trends and techniques.

Throughout a career marked by notable achievements, including winning the Best Animation Short Film at the Model City Animation Festival, Daniel has contributed to a variety of projects ranging from video game animations to architectural visualizations and educational series. With a strong commitment to excellence, adaptability, and a deep understanding of storytelling, Daniel is dedicated to creating animations that captivate audiences and evoke lasting emotions. As an active member of the British Animation Guild and Animation UK, Daniel continues to be a valuable asset in the ever-evolving world of animation.

Key Competencies

- **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.

Sector Expertise

- **3D Character Animation:** Proficient in creating lifelike and expressive character movements.
- **Rigging and Skinning:** Skilled in preparing characters for animation through advanced rigging and skinning

Education

1. Advanced 3D Animation Techniques

- Institution: Animation School, Model City University, UK
- Duration: September 2016 - May 2020
- Description: Explored advanced techniques in 3D character animation, including rigging, skinning, and motion capture. Developed skills in storytelling through animation and collaborated on real-world projects.

2. Digital Animation Masterclass

- Institution: Digital Arts Institute
- Completion Date: July 2020
- Description: Participated in an intensive masterclass covering the latest trends in digital animation. Gained hands-on experience in creating dynamic and visually appealing animations for diverse platforms.

Career Overview

- 3D Animator at Model City Studios (June 2020 - Present)
- Junior 3D Animator at Digital Creations (May 2019 - August 2019)
- Freelance 3D Animator (September 2018 - June 2020)

techniques.

- Motion Capture: Experienced in utilizing motion capture technology to enhance animation realism.
- Architectural Visualization: Capable of producing detailed and realistic 3D architectural animations for real estate projects.
- Virtual Reality (VR) Animation: Expertise in creating immersive VR experiences with dynamic interactions and environments.

Most Recent Role

Their role at Model City Studios since June 2020 involves leading the animation team in creating captivating 3D characters and environments, collaborating with art directors and project managers, and staying updated on industry trends to implement cutting-edge animation techniques.

WORK HISTORY

MODEL CITY STUDIOS

3D Animator | 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.

FREELANCE

3D Animator | 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.

DIGITAL CREATIONS

Junior 3D Animator | 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.