

GONZALO CASTRO

3D ANIMATOR - 3D GENERALIST - 3D ARTIST

I am an experienced 3D Generalist and Animator working with companies such as Silver Spoon, Térmica Estudio Creativo S.A., Alligator Virtual Experience, Undying Games, and Komatsu Cummins Chile Ltda. My work spans industries including animation, video games, VR, and engineering visualization. I am proficient in a wide range of industry-standard software, including Maya, Blender, 3ds Max, Unreal Engine 5, After Effects, Substance Painter, Adobe Suite, and Marvelous Designer. My expertise also extends to technical tools like PTC Creo Parametrics and AutoCAD. Throughout my career, I have worked on diverse projects, such as AAA games (Ethereal Clash of Souls), animated series (Mickey Mouse Clubhouse), and VR experiences, showcasing my ability to adapt to different creative and technical demands.

// WORK EXPERIENCE

Silver Spoon

New York / July 2023 - Feb2024
New York / October 2024 - Jan 2025

3D Character animator Softwares Related. Maya, Unreal Engine 5
Working as Freelance 3D Character animator in Various kind of projects like VR, Cleaning mocap, Pose to pose Performances and animating with UE5 native tools.

@HalfwayToWisdom

Kansas City / August 2023 - October 2024
3D Generalist - Video Editor. Softwares Related. Blender, After Effects.
Working as a 3D generalist and video editor for a YouTube channel, I attend to all processes from layout to final Compositing and Render.

Térmica Estudio Creativo S.A

Panama/ Nov 2022 - June 2023
3D Character animator Softwares Related. Maya.
Working as 3D Character animator in the project, Mickey Mouse Clubhouse Seasons 1 and 2, Cartoon Animation.

Alligator Virtual Experience

Lima - Peru / Dec 2021 - Jul 2022
3D Character animator Softwares Related. 3Ds MAX.
Bringing quadruped characters to life through body mechanics, lipsyncs, and acting.

Undying Games

United States - USA / Aug 2020 - Jul 2021
3D Character animator Softwares Related. Maya.
Produce high quality animations for the AAA game Ethereal Clash of Souls, under the supervision of our Animation and Rigger Lead.
Work in a highly collaborative environment to fully realize our characters and environments through movement.

Freelancer - 3D Character Animator - 3D Generalist

Worldwide / Apr 2019 - Nov 2022 Softwares Related. Maya, Blender, UE5, Adobe suite, Substance Painter, Marvelous designer.
As a 3D generalist, I specialise in animation, support and promote engineering projects by offering a range of services, including technical drawing, design, animation, and technical representation.

Komatsu Cummins Chile Ltda.

Santiago - Chile / Sep 2013 - Apr 2019 Softwares Related. 3ds Max, Vray, Auto Cad, PTC Creo Parametrics, Blender, Adobe suite, Substance Painter.
3D Character Animator - Generalist

As 3D Generalist and 3D Animator. I was a member of the KOMATSU KCH Standardization and Continuous Improvement Management team, and I work in the engineering and support department for the truck maintenance team for shovels and support equipment at the Truck-Shop in Rosario Collahuasi.

Montepatria, Chile.

p +56971394930
e gonzalo.castro@gotharo.cl
r REEL ANIMATOR : <https://vimeo.com/725744364>
r REEL GENERALIST : <https://vimeo.com/1015700221>

// EDUCATION

University degree in Technician Mechanical Design.
Universidad Técnica Federico Santa María

3D Character Animation
Keyframe Animation School

// SKILLS

Creativity and Imagination to craft comedic performances
Expert at troubleshooting rigging and animation challenges.
Ability to adapt and perform well in high-pressure situations.
Committed to continuous learning and improvement.
Proficient in Maya, Unreal Engine, Unity, Blender, 3Ds Max, After Effects.

// SOCIALS

in www.linkedin.com/in/gonzalo-castro-cerda-gotharo
v <https://vimeo.com/gotharo>
g GonzaloCastro#9249
i <https://www.instagram.com/theg3dneralist>