

PEDRO NÚÑEZ RIBOT

INTERACTIVE MEDIA DESIGNER

Pedro Núñez Ribot is a 25 year old from Madrid, Spain. From September 2021 he is based in Geneva, Switzerland where he collaborates as **Lead Motion Capture Manager & Technical Artist & Designer** at Cie Gilles Jobin.

He was trained for a year in architecture and later finished his bachelor in Interactive Product Design in 2021. As a bachelor project he made Kamu's Offering which won the best 3D video game at the Lima Web Fest Awards.

EXPERIENCE

July 2022 -

Cie. Gilles Jobin, Geneva (Switzerland)
Lead in Motion Capture & Technical Artist

Ari3L. dir Rudi van Der Merwe
Virtual Crossings. dir Gilles Jobin

June 2022 - July 2022

Instituto Stocos, Barcelona (Spain)
Lead in Motion Capture

Embodied Machine. dir Pablo Palacios

September 2021 - June 2022

Cie. Gilles Jobin, Geneva (Switzerland)
3D Artist & Motion Capture Assistant

Sunset Motel Demo. dir Thomas Ott
Zelia ZZ Tan Residency.

October 2020 - May 2021

End Bachelor project, Madrid (Spain)
Creative Director in Kamu's Offering

Game & Level Designer
Art Director and Artist

July 2019 - September 2019

Epycaz, Epicentrum Cloud Services. S.L, Madrid (Spain)
Intern as Front End and Back End Programmer (MySQL, PHP, HTML and JS) and IT Assistant

STUDIES

2022

The Complete Python Bootcamp
Udemy: Jose Portilla

2016 - 2021

Universidad U-tad, Madrid (Spain)
Bachelor's in interactive Product Design

2019

H_da University, Darmstadt (Germany)
Erasmus Grant. Animation and Game Bachelor

2015 - 2016

ETSAM
Universidad Politécnica de Madrid (Spain)
Architecture Bachelor

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Web
Mail
WhatsApp
Phone
Location

LANGUAGES

Spanish
English
French

SOFTWARES

Unity
Blender
Unreal Engine
Motion Builder
Substance Painter
Adobe Illustrator
Adobe Photoshop
Adobe Premiere
Qualisys

CODING LANGUAGES

C#
Python
HTML
CSS

AWARD

Best 3D Videogame for
Kamu's Offering at the
Lima Web Fest

ADDITIONAL INFORMATION

Driving Licence
Willing to Move