

**PEDRO
NÚÑEZ
RIBOT**

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Web: pedroribot.github.io

Spanish, English and French

SOFTWARES

Unity, Blender, Unreal Engine 5, Motion Builder, Substance Painter, Adobe Suite, Qualisys QTM
Coding in C#, Python, CSS and HLSL

EXPERIENCE

Freelance | Interactive Media Artist

AUGUST 2023, MADRID, SPAIN

INCUBATIO (Instituto Stocos, ESP), Lavinia and Cabine vélo (Cie IF, SW), RESET! Beast & Demons
(Cie Gilles Jobin, SW) ICONIC - Padel Court (Pininfarina, IT), Lost Glitches (Honig Studios, GER)

Cie Gilles Jobin | Technical Director & Tech Artist

AUGUST 2022- JULY 2023, GENEVA, SWITZERLAND

Cosmogony (dir. Gilles Jobin), Ari3I (dir. Rudi Van Der Merwe), Virtual Crossings (dir. Gilles Jobin),
Sunset Motel (dir. Thomas Ott)

Instituto Stocos | Motion Capture Director

JUNE 2022-AUGUST DEL 2022, BARCELONA, SPAIN

Performing solo at Mercat de les Flors

Cie Gilles Jobin | 3D Artist & Motion Capture Assistant

SEPTEMBER 2021-JUNE 2022, GENEVA, SWITZERLAND

Zelia ZZ Tan Residency, Comedie Virtuelle (dir. Gilles Jobin)

Epycaz SL | Intern as Front and Back End Developer

JULY 2019 -SEPTEMBER 2019, MADRID, SPAIN

STUDIES

Udemy: Jose Portilla | The Complete Python Bootcamp

2022, ONLINE

U-TAD | Bachelor In Interactive Product Design

2017- 2021, MADRID, SPAIN

H-da University | Animation & Game (Erasmus Grant)

2019, DARMSTADT, GERMANY

ETSAM | Architecture Bachelor

2015-2016, MADRID, SPAIN

AWARDS

Best 3D Video Game for Kamu's Offering at the Lima Web Fest 2021