

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 – January 2023

Cie. Gilles Jobin, Geneva (Switzerland)

Lead in Motion Capture & Technical Artist

Ari3L

Virtual Crossings

June 2022 – July 2022

Instituto Stocos, Barcelona (Spain)

Lead in Motion Capture

Embodied Machine

September 2021 – June 2022

Cie. Gilles Jobin, Geneva (Switzerland)

3D Artist & Motion Capture Assistant

Sunset Motel Demo

Zelia ZZ Tan Residency

October 2020 - May 2021

End Bachelor project, Madrid (Spain)

Creative Director in Kamu's Offering

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

SOFTWARE

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

CODING LANGUAGES

C#
Python
HTML
CSS

AWARD

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

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Web
Mail
WhatsApp
Phone
Location

LANGUAGES

Spanish
English
French

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

WHAT DO I DO?

At Cie Gilles Jobin, he develops in a transversal way a series of activities; Studio manager, taking care of the setup of the Studio, the Motion Capture recordings and technical organization for every recording. Technical Artist & Designer, where I design and develop tools and systems that adjust to what the projects need, Motion Capture Lead, where I am in charge in all the animation pipeline that surrounds the Motion Capture, either for live events or standard recordings.

He is mostly interested in the areas of **Level Design, Technical Design and Technical Artist, Creative Technologist and Tool Developer.**

ADDITIONAL INFORMATION

Driving Licence
Willing to Move