PEDRO NÚÑEZ RIBOT

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0034 662 14 67 68
Madrid, SPAIN

Web   ->   pedroribot.github.io

EXPERIENCE

3D Artist and Motion Capture Assistant + UI Designer   September 2021 – January 2022
Cie. Gilles Jobin, Geneva, Switzerland

Projects –	Comédie Virtuelle de Geneve	(UI)
	Thomas Ott and Gilles Jobin Collaboration	(3D Artist)
	Agathe Djokam Residence	(Motion Capture + 3D Artist)

Creative Director in Kamu's Offering   October 2020 – May 2021
End Bachelor project, Madrid, Spain

In Charge of -	3D Art and Art Direction
	Game Design and Level Design
	Marketing and community manager

Intern as technical assistance and Front End and Back End Programmer (MySQL, PHP, HTML and JS)
Epycaz, Epicentrum Cloud Services. S.L, Madrid, Spain   July – September 2019

STUDIES

Bachelor's in interactive Product Design
Universidad U-tad, Madrid, Spain   2021

Erasmus Grant. Animation and Game Bachelor
H_da University, Darmstadt, Germany   2019

1 year of Architecture Bachelor
Universidad Politécnica de Madrid, Spain   2016

SKILLS

Software
Microsoft Office, Adobe Premiere, After Effects, Illustrator, Photoshop, inDesign, Audition, Unity Engine, Unreal Engine 4, GameMaker, Blender, AutoCad, Rhinnoceros 5, Qualisys Motion Capture Software and Motion Builder.

Coding Languages
Medium C#, HTML y CSS. Basic de PHP y MySQL. (Unreal Engine Coding with nodes)

Languages
Native Spanish, English C2, A2 French and Basic German

COMPLEMENTARY INFORMATION

Lima Web Fest "Best 3D game" Winner for Kamu's Offering   2021

Driving license and own car   2016