

**PEDRO  
NÚÑEZ  
RIBOT**

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Fluent in Spanish, English And French

## Softwares

Unity, Blender, Unreal Engine 5, Touchdesigner, Ableton Live 12, Motion Builder, Substance Painter, Adobe Suite, Qualisys Qtm

Coding In C#, Python, Css And Hlsl

## Experience

### **Freelance | Interactive Media Artist**

From August 2023, Madrid, Spain

#Incubatio ( Compañía Nacional de Danza, 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) Instalaciones Interactivas Láser Y Música (Museo De La Luz, Esp), Multitopia. A Digital Organism (Producción Propia, Esp).

### **Cie Gilles Jobin | Technical Director & Tech Artist**

August 2022- July 2023, Geneva, Switzerland

Cosmogony (Dir. Gilles Jobin), Ari3l (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

Embodied Machine. Performing Solo At Mercat De Les Flors, Barcelona, Esp

### **Cie Gilles Jobin | 3d Artist & Motion Capture Assistant**

September 2021-June 2022, Geneva, Switzerland

### **Epycaz Sl | Intern As Front And Back End Developer**

July 2019 - September 2019, Madrid, Spain

## Studies

### **Uam | Master en Sistemas Interactivos Inteligentes**

2025 - 2026, Madrid, Spain

### **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

## Awards Funding

& **Best 3d Video Game** - 2021 For Kamu's Offering At The Lima Web Fest  
**Next Generation Eu** - 2024 - For The Project Multitopia. A Digital Organism  
**Hibridalab. Residencia de Investigación** - 2025 - POLARI collective

