PEDRO NÚÑEZ RIBOT

Madrid, Spain / Geneva, Switzerland

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Portfolio 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 and CSS

EXPERIENCE

Cie Gilles Jobin, Technical Director & Artist
AUGUST 2022- JULY 2023, GENEVA, SWITZERLAND

Digital performing arts company.

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

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, Epicentrum CLoud Services, 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