



DANIEL IVAN ARIAS

3D ANIMATOR

Hi, I'm Ivan — a 3D Animator with over 15 years of experience in the creative industry. I began my career as a children's book illustrator and have since expanded my skills across 2D illustration, graphic design, and 3D art. Today, I specialize in 3D animation, where I focus on bringing characters and stories to life with energy and emotion.

CONTACT

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<https://aeruz.github.io/Portfolio/>
artstation.com/aeruz

SKILLS

Animation	███████████
Rigging	██████
Illustrations	██████
Postproduction (AE)	██████
Sculpting/Modeling	██████

EXPERTISE

MAYA
BLENDER
ZBRUSH
PHOTOSHOP
AFTER EFFECTS
PROCREATE

scan this for my portfolio website



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WORK EXPERIENCES

2007 - 2015

Illustrator/Junior 3D Artist/UI Designer

KEESS/I RENDER ANIMATION INC.

- Making childrens book illustrations using photoshop
- Making Short Animations using Maya and Blender as an animator and post production using AE

2015-2020

Illustrator,Senior 3D Artist

Sophies World Productions

- Making Short Animations using Maya and Blender as a generalist, Also doing illustrations

2018

Senior 3D Animator,Rigger

Tre14

- participated on a short movie animation based from Sweden

notable projects: Martha Proppmatt

2017-2023

Senior 3D Animator

CC Pixel Productions

- mostly doing animations from youtube content

notable projects: LEGO

2020-2023

Senior 3D Animator

Full Metal Productions

- mostly doing animation trailers from mobile games

notable projects: Marvel PUBG FIFA Subway Surfers

2024-2025

Senior 3D Animator

LimitBreak Studios

- Created 3D animations for an unreleased mobile game.