Carlos Gomez

Bogota, Colombia

cg3danim@gmail.com
https://youtu.be/dZF08BLKCp4
https://cg3danim.github.io/portfolio
https://www.linkedin.com/in/cgCarlos

SUMMARY

3D Character Animator with 10 years in games, film, and TV, with 6 of those in game development, building rigs, pipelines, and core gameplay moves. I mix creativity with problem-solving, keeping characters full of life while backing up the team.

WORK EXPERIENCE

Professional Development   **Jan. 2025 – Present**
Career Break   Remote

Dedicated this period to developing an unannounced project while expanding my animation and technical skillset. My work combined hands-on production with targeted learning in key tools.

Key Contributions:
- Strengthened **2D** animation fundamentals with emphasis on acting, timing, and polish.
- Developed assets and animation tests in **Unreal Engine** for an unannounced project.
- Added **new** animation pieces to my reel

Flatter Than Earth   **Sep. 2018 – Dec. 2024**
Lead Character Animator // Shipped Indie Game   Remote

Worked side by side with the tech and animation teams to set up a smooth **Maya–Unity** pipeline for Once Upon a Puppet. **Rigged** 10 unique characters and built 20+ swappable NPC costumes and **animated** all the core mechanics for the **two main characters** to make sure gameplay felt tight and responsive.

Key Contributions:

- Backed up and **led the animation team**, keeping the style consistent and the polish high.
- Built out the **Unity Animator system** for every character, making sure everything plugged in cleanly.
- Streamlined the whole **rigging-to-animation pipeline**, cutting down iteration time and keeping in-game **performance stable**.

Metacube Entertainment   **Aug. 2022 – Feb. 2023**
Senior Character Animator // Unannounced TV series   Remote

Led the animation team to make sure every character stayed true to their personality. Worked daily with animation leads to solve production challenges, keep projects moving, and hit deadlines without cutting corners, while supervising character rigs.

Key Contributions:

- Developed the **animation bible** to keep characters true to their personalities and consistent across episodes
- Reviewed character and asset **rigs** daily to **catch issues** early and keep production moving.
- Gave **feedback** and polished animations to push visual quality higher.

Metacube Entertainment   **May. 2016 – Mar. 2017**
Senior Character Animator // Animated Feature Film   Guadalajara, Mexico

I oversaw a team of 4 animators for Salma's Big Wish **film**, ensuring animations met the artistic vision and maintained high quality. I worked closely with the animation supervisor and director.

- Improve the overall speed of the production by handling **animation pickers** for their characters
- Gave open **animation sessions** to the team, sharing tips and tricks to level up skills.

EDUCATION

Animschool   **Dic, 2017**
3D Game Animation Program   Remote
- Official selection for the 2019 animation game showcase

Animschool   **Dic, 2017**
3D Character Animation Program   Remote

SKILLS

Character Animator, In-Game Animation, Maya, Unity, Git, Unreal Engine, mGear Rigging, Motion Capture Cleanup, Scripting, Skinning, Facial Animation, Pipeline Development, Team management, Shotgrid, Slack, Spanish