

Carlos Gomez

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WORK EXPERIENCE

Professional Development

Character Animator

Jan. 2025 – Present

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.
- Integrated Unreal Engine 5.6 into the workflow for real-time character animation and environment setup.
- Explored Houdini to create procedural assets and FX workflows supporting production needs.
- Developed assets and animation tests for an unannounced project.

Flatter Than Earth

Lead Character Animator

Sep. 2018 – Dec. 2024

Remote

I worked daily with the tech and animation teams to build a smooth animation pipeline from rigging to in-game mechanics in Unity. I created rigs for 10 unique characters and 20+ swappable NPC costumes, ensuring they were easy to animate and functioned seamlessly in-game, while also animating all the mechanics for the two main characters

Key Contributions:

- Led and supported the animation team, maintaining consistency and polish.
- Collaborated with game designers to ensure animations felt responsive and natural.
- Built and optimized the animation pipeline from rigging to final implementation.

Metacube Entertainment

Senior Character Animator

Aug. 2022 – Feb. 2023

Remote

I led the animation team, ensuring characters stayed true to their personality and had a unique spark on screen. Every day, I collaborated with animation leads in meetings to solve challenges, keep projects on track, and meet deadlines without sacrificing quality while managing 20+ animators.

Key Contributions:

- Maintained character consistency across episodes
- Worked closely with leads to troubleshoot and streamline the pipeline
- Provided feedback and refined animations to enhance visual quality
- Balanced quality and speed to deliver high-level work on schedule

Metacube Entertainment

Senior Character Animator

May. 2016 – Mar. 2017

Guadalajara, Mexico

I oversaw a team of 4 animators, ensuring animations met the artistic vision and maintained high quality. I worked closely with the animation supervisor and director.

EDUCATION

Animschool

3D Game Animation Program

- Official selection for the 2019 animation game showcase

Dic, 2017

Remote

Animschool

3D Character Animation Program

Dic, 2017

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