

Carlos Gomez

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<https://youtu.be/dZF08BLKCp4>

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SUMMARY

3D Character Animator with a mixed background across games, film, and TV. Over the past **six years, in-game development** has involved building rigs, animation pipelines, and core gameplay mechanics. I worked on a side-scroller using **Unity and Maya**

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

Senior Character Animator // Animated Feature Film

May. 2016 – Mar. 2017

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

3D Game Animation Program

Dic, 2017

Remote

- Official selection for the 2019 animation game showcase

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