

Daniela Belmonte Valencia



Demo Reel:

<https://vimeo.com/video/922005340>

Password: Daniela2024

3D CHARACTER ANIMATOR

Barcelona, Spain

+34 667 43 91 84

danybelva@gmail.com

[linkedin.com/in/danielabelmonte](https://www.linkedin.com/in/danielabelmonte)

www.danybelmonte.com

About Me

Passionate about storytelling through movement. A dedicated and enthusiastic team player, always committed to excellence. Continuously seeking new opportunities for growth and learning.

EXPERIENCE

- Perfect Bliss**
3D Animator
May - June 2023
 - Animation for Glenlivet Anniversary Advertisement**
 - Contributed to the animation department for a promotional video celebrating the anniversary of the Glenlivet whisky brand.
 - Created animations for the main character and bird featured in the video.
 - Collaborated with the modeling and rigging teams to resolve issues that arose during production.
- VANOVA**
3D Animator
Oct. - Nov. 2023
 - Virtual Reality Video Game "Lumen"**
 - Worked alongside the director of the virtual reality video game "Lumen" to develop all character cycles for the videogame's prototype.
 - Collaborated with other animators on the cinematic sequences of the video game.
 - Worked closely with the programming team to ensure seamless export of animations for integration into Unreal Engine.
 - Developed a functional pipeline for animation exports in coordination with fellow animators.
- SAUVAGE.TV**
3D Animator
July - Oct. 2023
 - Character Animation for "Paranoia - Hearsteel" Music Video by League of Legends**
 - Under the guidance of my supervisors and the project director, I was responsible for character animation for the music video "Paranoia - Hearsteel" by League of Legends.
 - Applied feedback from supervisors, the director, and the client to ensure high-quality results.
 - As part of the animation department, we delivered a top-quality project while consistently meeting production team deadlines.
- Perfect Bliss**
3D Layout
Abril - Mayo 2023
 - Camera Movement Development for "Rainbow in the Darkness" Video Game**
 - Collaborated with the director of the video game "Rainbow in the Darkness" to develop camera movement proposals for gameplay.
 - Worked with the production team and other project members to propose and establish an efficient pipeline for the project.
 - The camera movement proposals contributed to level design improvements, enriching the overall gameplay experience.

EDUCATION

Tecnológico de Monterrey 2016 - 2021	Vancouver Film School 2019	Pepe School Land 2021-2022	Animworkshop Present
Bachelor Degree in Animation and Digital Art	Make an Animation Program	Curso MAN Modelado, Animación y Narrativa	Curso Acting Avanzado

LANGUAGES

Spanish *Native*
English *Advanced C1*
French *Begginer A2*

SOFTWARE

Maya | Blender
After Effects | Photoshop
Shotgrid

INTERESTS

Dance | Literature
Travels | Museums