

**Andrea Raya Martínez** · [andrew\\_raya@hotmail.com](mailto:andrew_raya@hotmail.com)

[LINKEDIN](#) · [PORTFOLIO](#) · Call: +34 659 88 20 73 · Spain (Open to relocation or remote work)

Experienced 3D Animator. Skilled in character animation, including weight, locomotion, dialogue, acting, appeal and entertainment. Adaptable to new tools and pipelines, with excellent communication and teamwork abilities.

## PROFESSIONAL EXPERIENCE

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### **B-Water Animation Studios**

**Santa Cruz de Tenerife, Spain**

3D Character Animator

Dec 2025 – Now

- Creation of 3D animations with personality and emotion from video references, sketches, storyboards and animatics, maintaining stylistic consistency and quality across all sequences for *Pikkuli*.
- Actively contributing to the creative and technical process: improving internal workflows.

### **Firelight Animation Studio**

**Remote, Spain**

3D Character Animator

Sep 2025 – Oct 2025

- Worked on animation shots for an internal teaser project at the studio, centered on *Teddy*.
- The teaser is based on a published book and tells a heartwarming story about *Teddy* and his friends, animals embarking on a journey through the world of American football. The long-term goal is to adapt this story into a feature film.

### **Alike Studio**

**Barcelona, Spain**

Principal 3D Animator

Nov 2023 – March 2025

- Created, adapted and set up new and existing rigs and animations for *Tamagotchi Adventure Kingdom* (TAK) maintaining their Tamagotchi signature style and essence.
- Animated cinematics of key story such as main quests, new area discoveries and transitions between them.
- Made poses and recorded sequences for Bandai Namco promotional photos and videos.
- Documented the rigging and animation pipeline with instructions on using and modifying the rig in Blender and how to set up all the characters with their animations in Unity for a new prototype project.

### **Thruster Games**

**Barcelona, Spain**

3D Animator

Jul 2023 – Dec 2023

- Textured the main character so that she was more in line with the story for *Crimson Tale*.
- Created new rig and animated a set of first-person animation for the main character, emphasizing personality and character-specific acting and storytelling based on pre-existing professional dialogue.

### **Owland Studio**

**Remote, Spain**

3D Character Animator

Jan 2023 – Oct 2023

- Animated a set of animations, emphasizing personality and character-specific acting based on professional dialogue for one of the main characters, Fluffy, from *Fauri y el mundo oculto*.

### **EXPACIA XR**

**Reus, Spain**

Junior 3D Artist

Feb 2023 – Jun 2023

- Responsible for all the 3D art for projects like *Eduversio*, *Holo Corner* among others and videogames like *Human Reality VR* and *Logic Gates VR*.
- Modeled, textured, rigged and animated characters and environment following the needs of the project and implemented in Unity.

## EDUCATION

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### **AnimWorkshop**

Advanced animation course focusing on acting and advanced facial animation.

**Madrid, Spain**

Apr 2025 - Jul 2025

### **Animum Creativity Advanced School**

Master of Arts 3D Character Animation with Autodesk Maya for Film and Video Games

12 principles of animation, Advanced Human Locomotion, Advanced Acting, Cartoon.

**Málaga, Spain**

Oct 2023 - Jun 2025

GPA: B+

### **Tecnocampus (Pompeu Fabra University)**

Bachelor's Degree in Design and Production of Videogames

Honors in "Graphic Design", "Quality Assurance & Game Balance".

**Barcelona, Spain**

Sep 2018 – Jul 2022

GPA: B+

## AWARDS

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**FINALIST in the Skydance Animation Careers category with “3D Character Animation Demo Reel 2025”**

The Rookies Awards 2025

The Rookies Awards  
2025

**Apple Arcade Game of the Year with “Tamagotchi Adventure Kingdom”**

Gaming On Phone Awards 2024

Gaming On Phone  
Dec 2024

**Best Family Game of the Year with “Tamagotchi Adventure Kingdom”**

Pocket Gamer Awards 2024

Pocket Gamer  
Dec 2024

**Best Mobile Game with “Tamagotchi Adventure Kingdom”**

Games Hub Awards 2024

Games Hub  
Dec 2024

**Best Indie Video Game for PC/Console Award with “Crimson Tale”**

Polo Nacional de Contenidos Digitales Awards 2023

PNCD

Nov 2023

**Best Art, Narrative and Implementation with “My First Plant”**

Tecnocampus Global Game Jam Awards 2023

Global Game Jam

Feb 2023

**Art Mention with “Scraplands”**

Level Up Game Jam 2023

Level Up

Jul 2023

## SPECIFIED SKILLS

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**Computer Skills:** Autodesk Maya, Blender, 3dsMax, Substance Painter, Marmoset Toolbag, Photoshop, Illustrator, Sketchbook, Adobe Premier, Prism, Trello, GitHub, Unity, Unreal.

**Soft Skills:** Creativity and Artistic Sense, Communication and Teamwork, Collaboration and Adaptability, Fast learner, Patience and Attention to detail, Resilience and Growth mindset, Problem-solving, Self-motivation.

**Management skills:** Time management and Organization, Agile, Deadlines, Task Prioritization.

**Language Skills:** Full professional proficiency in English, native Spanish speaker and currently learning French.

# LETTER OF RECOMMENDATION

## ANDREA RAYA MARTÍNEZ

Advanced 3D Character Animation Master Degree

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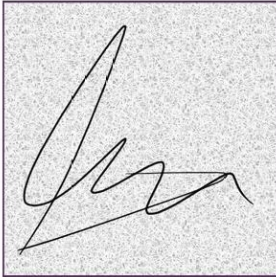
As animation tutor at ANIMUM Creativity Advanced School, it is my pleasure to recommend my student Andrea Raya Martínez, who has finished her studies in the Advanced 3D Character Animation Master Degree.

During her time as a student, she has demonstrated the next skills:

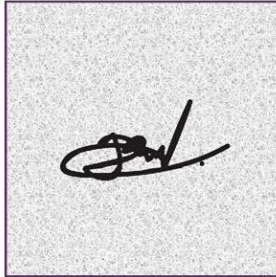
- Outstanding professionalism: diligent worker, meets all project deadlines, and ability to understand and adapt to whatever project guidelines I gave her.
- She accepts constructive criticism well and has always maintained a positive attitude with me.
- Excellent CG software skills.
- Excellent artistic sense.

It has been a pleasure to have her as a student. Andrea would be worth to consider to any work team.

Sincerely,



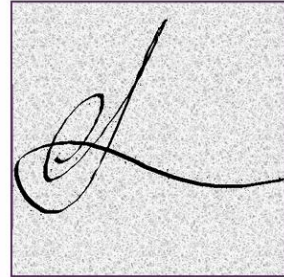
**ROGER GIMÉNEZ**  
*Supervisor Animación  
Personajes 3D en Animum*



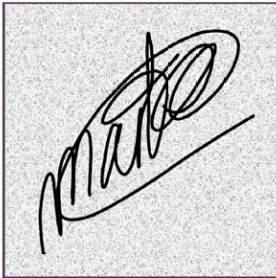
**JON GAMA**  
*Animator/Rigger for  
Videogames at Keplerians*



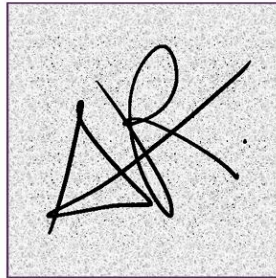
**ORIOL BORRELL**  
*Senior Cinematics Animator  
at IO Interactive*



**ÁNGEL PANCORBO  
DÍAZ**  
*Senior Character Animator at  
Flying Bark Productions*



**MARTA DÍAZ PEVIDA**  
*3D Character Animator at  
Passion Pictures*



**ALBERT RUBIO  
COLOMER**  
*Freelance Character  
Supervisor/Animator*