

**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. Contributed to major videogame projects. Highly motivated to become part of the 3D film animation industry.

## PROFESSIONAL EXPERIENCE

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### Firelight Animation Studio

**Remote, Spain**

3D Character Animator

Sep 2025 – Now

- I'm currently working 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.

### Loycom Games

**Barcelona, Spain**

Generalist Artist Intern

Aug 2021 – Sep 2021

- Modeled, textured, rigged and animated characters and environment following concepts for *Dedaliun*.
- Made poses and recorded sequences for promotional and social content.
- Created VFX for game elements.

## 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

Gaming On Phone

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

Dec 2024

Gaming On Phone Awards 2024

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

Pocket Gamer

Pocket Gamer Awards 2024

Dec 2024

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

Games Hub

Games Hub Awards 2024

Dec 2024

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

PNCD

Polo Nacional de Contenidos Digitales Awards 2023

Nov 2023

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

Global Game Jam

Tecnocampus Global Game Jam Awards 2023

Feb 2023

**Art Mention with “Scraplands”**

Level Up

Level Up Game Jam 2023

Jul 2023

## SPECIFIED SKILLS

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**Computer Skills:** Autodesk Maya, Blender, 3dsMax, Substance Painter, Marmoset Toolbag, Photoshop, Illustrator, Sketchbook, Adobe Premier, Trello, GitHub, Unity, Unreal, FMOD, Pro Tools 12, Cubase, Finale.

**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.