







CONTACT

 Andrea Raya Martínez

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 Website

SOFTWARE

Blender | Maya | Arnold | Substance

Painter | Adobe Photoshop | Adobe

Premiere | SketchBook | Unity | Unreal

Trello | HacknPlan | GitHub

SKILLS

Fast Learner, Team Worker, Versatile,

Adaptable, Creative, Efficient, Patient,

Listener.

LANGUAGES

English – First Certificate (B2)

Spanish – Native

Catalan – Native

GAMEJAMS



REFERENCES

Marc Terris – Alike Studio

Lucas Soriano – Alike Studio

Miguel Pérez – EXPACIA XR

Karina Simieli – EXPACIA XR

ANDREA RAYA MARTÍNEZ – 3D ANIMATOR

Experienced 3D Animator across PC, Mobile, Browser and VR platforms.

Highly motivated to become part of the 3D film animation industry.

Skilled in character animation, including weight, locomotion, acting, appeal and entertainment. Adaptable, collaborative, and always looking to grow creatively.

EXPERIENCE

3D Animator – Alike Studio.

Nov 2023 – Mar 2025 | Barcelona, Spain (Remote)

- 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.

3D Animator – Thruster Games.

Aug 2023 – Dec 2023 | Barcelona, Spain (Remote)

- 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.

3D Animator – Owland Studio.

Jan 2023 – Mar 2023 | Barcelona, Spain (Remote)

- 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**.

Junior 3D Artist – EXPACIA XR.

Feb 2023 – Jun 2023 | Reus, Spain

- 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.

3D Artist Intern – Loycom Games.

Aug 2021 – Sep 2021 | Barcelona, Spain (Remote)

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

EDUCATION

Advanced Acting Workshop

AnimWorkshop. Apr 2025 – Jul 2025 | Madrid, Spain (Remote)

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

Animum Creativity Advanced School. - Oct 2023 – Jun 2025 | Málaga, Spain (Remote)

GPA: B+

Bachelor's degree in design and videogames' production

Pompeu Fabra University (Tecnocampus). 2018 – 2022 | Mataró, Barcelona

GPA: B+

RECOGNITIONS AND AWARDS

Apple Arcade Game of the Year with "TAK" – Gaming on Phone 2024

Best Family Game of the Year with "TAK" - Pocket Gamer Awards 2024

Best Mobile Game with "Tamagotchi Adventure Kingdom" – Games Hub Awards 2024

Best Indie Video Game for PC/Console Award with "Crimson Tale" – PNCD 2023

Best Art, Narrative and Subtheme with "My First Plant" – Tecnocampus Global Game Jam 2023

Art Mention with "Scraplands" – Level Up 2023