

Carlos Gomez

Bogota, Colombia (Open to Relocate)

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SUMMARY

3D Character Animator with experience across feature film, tv series, and **long term** production environments. My work centers on shot ownership, consistency across sequences, and reliable execution within production schedules.

WORK EXPERIENCE

Professional Development

Jan. 2025 – Present

Animator, Part Time

Remote

- Delivered character animations for EleonsAdventures, working within production timelines.
- Developed new performance shots for reel with focus on controlled acting choices.
- Refined real time workflow in Unreal Engine 5 to improve iteration speed and implementation reliability.

Flatter Than Earth

Sep. 2018 – Dec. 2024

Lead Character Animator // Shipped Indie Game

Remote

Led character animation production for side scroller game, defining performance direction and maintaining stylistic consistency across the project.

- Directed and supported the animation team, ensuring cohesive character performances and high quality output.
- Animated primary character performances, establishing movement language and character identity.
- Identified and solved workflow bottlenecks between rigging and animation, improving team efficiency and reducing iteration time.
- Oversaw animation consistency across multiple characters

Metacube Entertainment

Aug. 2022 – Feb. 2023

Senior Character Animator // Unannounced TV series

Remote

Led the animation team to maintain character integrity and performance consistency across production.

- Developed the animation bible, defining performance guidelines to ensure characters remained consistent.
- Reviewed character and asset rigs, identifying issues early and preventing downstream delays.
- Provided performance feedback and final polish to elevate animation quality and maintain delivery standards.
- Collaborated daily with leads to resolve production challenges and keep schedules on track.

Metacube Entertainment

May. 2016 – Mar. 2017

Senior Character Animator // Animated Feature Film

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

Advanced Rigging program at **Animschool**.

Jan - March 2024

3D Game Animation program at **Animschool**.

Jan - Dic 2017

3D Character Animation program at **Animschool**.

Jan 2012 - March 2014

SKILLS

Maya, Unity, Git, Unreal Engine, mGear Rigging, Motion Capture Cleanup, Scripting, Skinning, Shotgrid, Slack, Spanish