

RUBEN BARROCAL

3d Animator | Unreal Engine Technical Artist

Hello! I am an experienced 3D Animator with a strong curiosity and a constant drive to learn and discover new skills. My love of learning led me to pivot my career towards Unreal Engine, where I have become passionate about mastering every aspect of real-time technology. Today, I consider myself a technical artist who enjoys working with Blueprints and materials, always seeking innovative solutions to everyday challenges.

EXPERIENCE

- **Technical Artist** 2024-Present – MR Factory
Create materials, VFX, animations, blueprints and optimize assets for use on AR and VP on broadcast.
- **3d Animator** 2017-2023 – Freelance
WildChild: Winds in the Willows.
Sumo Digital: Sackboy A Big Adventure and FPS Non announced.
Antaruxa: Nivis. Disney
Axis: Happy! S1 and S2.
- **3d Animator** 2017 – El Ranchito
Animation for Game Of Thrones S7.
- **3d Animator** 2016-2017 – Zinkia
Animation for Pocoyo S4.
- **3d Animator** 2014-2016 – Freelance
Open Alliance Media: Jinglyks
B-Water: Niloya, Conni
User T38: Eurofighters

EDUCATION

- **Unreal Fellowship: Animation** 2023
- **Unreal Fellowship: Storytelling** 2022
- **Animsquad** 2017
- **Keyframe: Creatures** 2015
- **Keyframe: Character Animation** 2012-2014

SKILLS

Technical + Soft

Blueprints
Materials
VFX
Animation
Optimization
Self-management
Problem Solving
Initiative

Software

Unreal Engine
Autodesk Maya
Embergen
Liquigen
Blender

LANGUAGES

English Spanish

CONTACTS

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