

Based in Germany, with 7 years of experience in the games industry, and expertise in 3D art, animation, video editing, management and mentoring.

In love with theory as much as with praxis.

SKILLS

LANGUAGES

- Proficiency in Spanish, Catalan & English
- Mid level German

SOFTWARE

- Unity
- Blender
- Substance Painter
- Photoshop
- Premiere
- Unreal Engine
- Maya
- Spine
- Affinity Designer
- After Effects

TALKS, WORKSHOPS & TEACHING

HOCHSCHULE FRESENIUS | 2020 - PRESENT

- Course (56h): Fundamentals of Animation & Animation Techniques (Game Design & Management B.A.)

HYPER TALKS. A MAZE | 2022

- Talk (5'): 13 Rosas 

GAMES INDUSTRY. UNI BAYREUTH | 2022

- Talk (56h): You Are Good at Drawing, Now What? - The technical skills of a game artist

GAME HAPPENS. ELEMENTS OF CHANGE | 2019

- Lecture (30'): Beyond Mobile: The future of HTML5 games

WOMENIZE! GAMES AND FILM | 2019

- Workshop (2h): Using Space in Film & Game Genres

POCKET GAMER CONNECTS. HELSINKI | 2019

- Session (15'): Beyond Mobile: The Future of HTML5 Games

AWARDS

IGDA FOUNDATION | 2021

- Next Gen Leaders Program Recipient

GAMES 4 CHANGE EUROPE | 2014

- Honorary Mention for *Pepper*


EDUCATION

COLOGNE GAME LAB | 2022

- Game Development & Research M.A.

UNIVERSITAT POLITÈCNICA DE VALÈNCIA | 2015

- Audiovisual Communication B.Soc.Sc.

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CASILDA DE ZULUETA

TECHNICAL ART & ANIMATION

EXPERIENCE

3D ART LEAD, TECHNICAL ARTIST, ANIMATOR

RHO LABYRINTHS | 2020 - PRESENT

- Lead the 3D art team of 2 people for the development of *Mars Vice*, guided them through best practices for assets optimisation and implementation in Unity and wrote all the necessary documentation, including naming conventions and folder structures.
- Wrote several custom shaders in HLSL and implemented those outsourced.
- Rigged and animated models. Prepared the animator controllers for logic implementation.
- Modelled and textured a few of the most complex assets.

ANIMATOR

FANTASTIC FOE | 2021 - PRESENT

- Designed animation trees for the interaction systems for Barnabas, the ten-legged creature that tags along the player in *Enclosed Encounter*, a VR survival puzzle game made in UE5.
- Rigged and animated Barnabas, including body and legs IK system and facial rig.
- Documented animations and import/export processes and set up the guides for the project's naming conventions.

3D ARTIST, ANIMATOR

ACHTUNG AUTOBAHN | 2021 - PRESENT

- Created the architecture modules, several decoration assets and all the characters for *Berlin Maniacs*, a stealth-adventure game set in the 60s.
- Rigged and animated the player character and NPCs. Implemented the new animations into a preexisting animation system in UE4.
- Documented and kept up to date the materials, animations and import/export processes and set up the guides for the project's naming conventions.

CINEMATICS ANIMATOR, STORYBOARD

BRAINSEED FACTORY | 2021

- Created two cinematic animation sequences of about 2 minutes length each, out of layered comic illustrations for *The 7th Axe*. A total of 34 panels filled with movement and special effects.

3D ARTIST, VIDEO EDITOR

FLYING SHEEP | 2017 - 2020

- Modelled, textured, rigged and animated environments and characters for over 30 HTML5 titles, including licensed games for *Barbie*, *How to Train Your Dragon*, *Lego Ninjago*, *Trollhunters* and *Playmobil*.
- Lead the character art team of 4 people for *Knights of Fortune*, prepared all rigs and animated half of the heroes.
- Directed the art of *Sunrise Roots*. Prepared the base character rig and created all exterior buildings.
- Managed the social media accounts, edited promotional videos and represented the company in several B2C and B2B conferences and fairs.
- Documented best practices for 3D art and sound design for the company's internal tools.

ANIMATOR, CHARACTER DESIGNER, STORYBOARD

SUPERGLUE GAMES | 2016

- Rigged and animated all characters from *Moskito Beat*, and designed two of its secondary characters.
- Made the storyboard and CGI of the game's music clip.