

# Daniela Belmonte Valencia



## Demo Reel:

<https://vimeo.com/922005340>

Password: Daniela2024

## 3D CHARACTER ANIMATOR

Barcelona, Spain

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## About Me

Passionate about storytelling through movement. A dedicated and enthusiastic team player, always committed to excellence. Continuously seeking new opportunities for growth and learning.

## EXPERIENCE

### UNIVRSE

3D Animator  
February 2025

- Contributed to the animation department for a multi-user VR Experience to promote environmental consciousness for children.
- Followed the guidelines given by the art director to create believable and engaging animations for the main character and a turtle that appeared in the experience.
- Collaborated with the tech department with the exports and implementations of the animations in Unity.

#### Animation for ILMI Multi-user VR Experience

### Perfect Bliss

3D Animator  
May - June 2024

- Contributed to the animation department for a promotional video celebrating the anniversary of the Glenlivet whisky brand.
- Created animations for the main character and bird featured in the video.
- Collaborated with the modeling and rigging teams to resolve issues that arose during production.

#### Animation for Glenlivet Anniversary Advertisement

### VANOVA

3D Animator  
Oct. - Nov. 2023

- Worked alongside the director of the virtual reality video game "Lumen" to develop all character cycles for the videogame's prototype.
- Collaborated with other animators on the cinematic sequences of the video game.
- Worked closely with the programming team to ensure seamless export of animations for integration into Unreal Engine.
- Developed a functional pipeline for animation exports in coordination with fellow animators.

#### Virtual Reality Video Game "Lumen"

### SAUVAGE.TV

3D Animator  
July - Oct. 2023

- Under the guidance of my supervisors and the project director, I was responsible for character animation for the music video "Paranoia - Hearsteel" by League of Legends.
- Applied feedback from supervisors, the director, and the client to ensure high-quality results.
- As part of the animation department, we delivered a top-quality project while consistently meeting production team deadlines.

#### Character Animation for "Paranoia - Hearsteel" Music Video by League of Legends

### Perfect Bliss

3D Layout  
April - May 2023

- Collaborated with the director of the video game "Rainbow in the Darkness" to develop camera movement proposals for gameplay.
- Worked with the production team and other project members to propose and establish an efficient pipeline for the project.
- The camera movement proposals contributed to level design improvements, enriching the overall gameplay experience.

#### Camera Movement Development for "Rainbow in the Darkness" Video Game

## EDUCATION

### Tecnológico de Monterrey

2016 - 2021

Bachelor Degree  
in Animation and  
Digital Art

### Vancouver Film School

2019

Make an Animation  
Program

### Pepe School Land

2021-2022

Curso MAN  
Modelado, Animación y  
Narrativa

### Animworkshop

2024

Curso  
Acting Avanzado

## LANGUAGES

Spanish *Native* English *Advanced C1*  
French *Begginer A2* Italian *Begginer A2*

## SOFTWARE

Maya | Blender  
After Effects | Photoshop  
Shotgrid

## INTERESTS

Dance | Literature  
Travels | Museums