

Daniela Belmonte Valencia



3D CHARACTER ANIMATOR

Barcelona, Spain
+34 667 43 91 84
danybelva@gmail.com
linkedin.com/in/danielabelmonte
www.danybelmonte.com

About Me

3D character animator in love with storytelling. Great teammate, committed to meeting deadlines and always looking forward to keep learning new things.

EXPERIENCE

VANOVA

3D Animator
Oct. - Nov. 2023

- Worked alongside the director of the virtual reality videogame "Lumen" to develop all the main character's cycles for the videogame's prototype.
- Collaborated with the other animators in the cinematic sequences.
- Delivered the work on time respecting the deadlines given by the production team.
- Collaborated with the programming team to solve problems with the exported files.
- Developed a functional pipeline for exports alongside the other animators.

SAUVAGE.TV

3D Animator
Jul. - Oct. 2023

- Developed, under the direction of my team lead and animation supervisor, the performance and movement of the characters for "Paranoia - Heartsteel" League of Legend's music video.
- Received and applied feedback given by the supervisors and the director.
- Delivered high quality animations in the deadline given by production team.
- Successfully delivered the music video alongside the animation team with a strong response from the client and from viewers.

Perfect Bliss

3D Animator
Apr. - May 2023

- Worked alongside the director of the videogame "Rainbow in the Darkness" to develop camera movement proposals for gameplay.
- Improved and put into practice my problem solving skills when camera movement and level design challenges were presented to me.
- Met the deadlines given by the production team and helped them organize an efficient pipeline.
- Worked alongside the other departments to improve the level design by sharing my discoveries while working with the cameras.

Anahuac University

3D Animator
May - June 2021

- Worked as a freelance animator for a mexican university's virtual play developing movement for a 3D gameboard and the characters in it.
- Improved my teamwork and problem solving skills while working with a small team of professionals.
- Delivered a high quality project in the given deadlines with stong satisfaction from the client.

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

Modeling,
Animation and
Narrative Course

LANGUAGES

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

SOFTWARE

Maya | Blender
After Effects | Photoshop
Shotgrid

INTERESTS

Dance | Literature
Travels | Museums