



# Roberto García Domínguez

**Work permit:** Spanish | **Nationality:** Spanish | **Phone number:**

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<https://robertogarcia3d.com/>

## • ABOUT ME

Dedicated 3D artist and pipeline technical assistant specializing in character rigging and tool development. Skilled in Autodesk Maya, Python, and Houdini, with experience supporting production teams and ensuring efficient workflows.

## • WORK EXPERIENCE

 **ABLE&BAKER** – LAS PALMAS DE GRAN CANARIA, SPAIN

**TECHNICAL ASSISTANT** – 01/09/2025 – CURRENT

I assist artists by resolving technical issues, developing tools, and ensuring the proper functioning of the pipeline. I'm familiar with the use of USD in animation productions and have knowledge of Houdini, Autodesk Maya, Blender, and Visual Studio Code.

 **SUPERPROF** – A CORUÑA, SPAIN

**PRIVATE TUTOR** – 01/02/2025 – CURRENT

Provide personalized 3D animation and video game development lessons for beginner and intermediate students. I teach modeling and rigging in Autodesk Maya, Python programming in Visual Studio, and Unreal Engine development.

 **FUNDACIÓN CIBERVOLUNTARIOS** – A CORUÑA, SPAIN

**DIGITAL CONTENT TRAINER** – 01/10/2024 – 01/12/2024

I carried out the role of digital content trainer for children aged 10 to 12, including basic computer skills and knowledge about safety and protection on networks.

 **UNIVERSIDAD DE A CORUÑA** – A CORUÑA, SPAIN

**JUNIOR RIGGER** – 01/03/2024 – 01/05/2024

I developed and implemented rigging systems for characters and props as part of the Advanced Visualization and Cartography research group at the University of A Coruña.

## • EDUCATION AND TRAINING

01/09/2024 – CURRENT Madrid, Spain

**MASTER'S IN RIGGING AND CFX** U-Tad

Advanced character rigging techniques and simulation effects for animation and visual effects.

**Website** <https://u-tad.com/programas-avanzados/rigging-character-fx/>

01/09/2020 – 01/09/2024 A Coruña, Spain

**DIGITAL CREATION, ANIMATION AND VIDEOGAMES** Universidad de A Coruña

**Website** <https://estudios.udc.es/gl/study/detail/616g02v01>

● **PROJECTS**

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01/05/2025

**Dorothy's Job**

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Responsible for character rigging, technical support and tool development, as well as designing and building the animation workflow between Maya and Unreal Engine.

Link [https://store.steampowered.com/app/3926730/Dorothys\\_Job/](https://store.steampowered.com/app/3926730/Dorothys_Job/)

01/10/2023 – 01/10/2024

**BrAlniac**

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Video game project carried out in a team as a final degree project for the University of A Coruña. Managed character rigging and animation using Autodesk Maya and Unreal Engine.

Link <https://vllm24.itch.io/brainiac>

01/09/2022 – 01/09/2024

**Dodo**

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Dodo is a 3D animation short film created in a team for the University of A Coruña. In it, I held the position of Lead Rigger.

Link <https://www.instagram.com/doditoimaxinario/>

● **LANGUAGE SKILLS**

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Mother tongue(s): **SPANISH**

Other language(s):

|          | UNDERSTANDING |         | SPEAKING          |                    | WRITING |
|----------|---------------|---------|-------------------|--------------------|---------|
|          | Listening     | Reading | Spoken production | Spoken interaction |         |
| ENGLISH  | B2            | B2      | B2                | B2                 | B2      |
| GALICIAN | C2            | C2      | C2                | C2                 | C2      |

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● **DRIVING LICENCE**

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Driving Licence: A1

Driving Licence: B

● **SKILLS**

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Python | Autodesk Maya | DaVinci Resolve | Visual Studio Code | Substance Painter Substance 3D | Blender | Godot | ZBrush | Houdini | Html, Java, CSS | Unreal Engine | USD