



## Roberto García Domínguez

**Work permit:** Spanish **Nationality:** Spanish

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### ABOUT ME

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Dedicated 3D artist specializing in character rigging. Proficient in Autodesk Maya, Python, and Unreal Engine, with experience delivering high-quality work in academic and professional projects. Collaborative, adaptable, and committed to advancing technical and creative expertise.

### WORK EXPERIENCE

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#### Private tutor

**Superprof** [ 01/02/2025 – Current ]

**City:** A Coruña | **Country:** Spain

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.

#### Digital content trainer

**Fundación Cibervoluntarios** [ 01/10/2024 – 01/12/2024 ]

**City:** A Coruña | **Country:** Spain

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.

#### Junior Rigger

**Universidad de A Coruña** [ 01/03/2024 – 01/05/2024 ]

**City:** A Coruña | **Country:** Spain

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

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#### Master's in Rigging and CFX

**U-Tad** [ 01/09/2024 – Current ]

**City:** Madrid | **Country:** Spain | **Website:** <https://u-tad.com/programas-avanzados/rigging-character-fx/>

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

## Digital Creation, Animation and Videogames

**Universidad de A Coruña** [ 01/09/2020 – 01/09/2024 ]

City: A Coruña | Country: Spain | Website: <https://estudios.udc.es/gl/study/detail/616g02v01>

### PROJECTS

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[ 01/10/2023 – 01/10/2024 ]

#### BrAlniac

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

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):**

#### English

**LISTENING B2 READING B2 WRITING B2**

**SPOKEN PRODUCTION B2**

**SPOKEN INTERACTION B2**

#### Galician

**LISTENING C2 READING C2 WRITING C2**

**SPOKEN PRODUCTION C2**

**SPOKEN INTERACTION 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 / Unreal Engine / DaVinci Resolve / Visual Studio Code / Substance Painter  
Substance 3D / Blender / Godot / ZBrush / Houdini / Html, Java, CSS