

Contact

lruizqui@gmail.com

www.linkedin.com/in/luisanimation
(LinkedIn)

www.luis-arq.com (Personal)

Top Skills

Animation

Maya

Storyboarding

Languages

Spanish

Hebrew

English

Luis Alberto R. Quintero

3D Animator

New York City Metropolitan Area

Summary

Luis is an experienced 3D character animator who's animated for vfx film, games, short films, commercials and tv series.

Experience

Ubisoft Düsseldorf

Senior Gameplay Animator

October 2022 - Present (4 months)

Düsseldorf, North Rhine-Westphalia, Germany

agora.studio

3D Character Animator

March 2022 - Present (11 months)

Canada

Framestore: Animator Disney's "Peter Pan and Wendy" 03.14.2022 - 07.29.2022

Squeeze Studios: Rigging Universal's "Despicable Me Seasons" 8.22.2022 - 9.9.2022

BRON Studios

3D Character Animator

November 2021 - Present (1 year 3 months)

Vancouver, British Columbia, Canada

Firstborn

Supervising 3d Artist - Lead 3d Artist

September 2020 - December 2020 (4 months)

NYC

Supervising on Intel AR

3D lead on Brookfield - animating, rigging, modeling, texturing holiday deer

Firstborn

Senior 3D Artist, Character Animator, Rigging

October 2019 - November 2019 (2 months)

NY

Character Animation and creature rigging.

Universal Technical Resource Services, Inc. (UTRS)

Character Animator, 3D generalist

October 2013 - October 2017 (4 years 1 month)

Dover, New Jersey

Created animations for games. 1st person and 3rd person. Rigging, modeling, uv'ing and texturing of characters and props as game assets.

Parallax Pictures

Character Animator, Rigging

March 2015 - May 2015 (3 months)

NY

Freelance, created short animation test for "Follow Your heart". Did the rigging and animation of quadruped in close collaboration with the director. The film was later developed and qualified for the 2017 Short Film Oscars.

Animation Pitch

<https://vimeo.com/457729016> password: skip

"Follow Your Heart" Trailer

<https://vimeo.com/153706371>

RBK Advertising + Design

Character Designer, CG generalist

December 2013 - January 2014 (2 months)

NY

3D Character design and rendering for company campaign.

My Active Driveway

3D Animator, Rigging

June 2013 - June 2013 (1 month)

NYC

Quadruped rigging and animation.

The Napoleon Group

3D Generalist

January 2013 - May 2013 (5 months)

NYC

Worked as a 3D generalist for Pre-Viz. Did modeling, texturing and rigging for characters and props.

Education

iAnimate.net

Certificate , Feature Film Character Animation · (2018 - 2018)

Pratt Institute

Bachelor of Fine Arts (B.F.A), Digital Arts - Digital Animation · (2007 - 2012)

Gettysburg College

· (2006 - 2007)

High School of Art and Design

H.S Diploma, Medical Illustration · (2002 - 2006)