

PABLO TAMARIZ

Gameplay Animator | Character Rigger

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Experienced 3D artist and animator with a strong character rigging and animation background. Skilled in Maya, Blender, Unreal, and Unity. Recognized for creating high-quality 3D models, 2D/3D animations, and rigging for console games.

Work Experience:

Howdy (Contractor)

3D Animator | Apr 2025 - Current

- Created 3D animations synchronized with narration and scripts for a high-audience YouTube channel focused on short-form storytelling.
- Designed storyboards (textual and visual) to plan scenes, camera shots, and anatomical accuracy for animated sequences.
- Built custom rigs and tools in Maya and Blender to optimize production workflows and ensure delivery of high-quality assets.

Kay Pacha (Part-Time)

3D Animator | Aug 2022 - Current

- Developed 2D and 3D art and animations for games (Unity).
- Collaborated with artists and designers to create high-quality assets.
- 3D Rigging and tools creation (Maya & Blender)

Bamtang (Full-Time)

Character Rigger & Character Animator | Mar 2021 - Aug 2022

- Developed character rigs and facial expressions for cartoon characters, vehicles, and environment objects in Unreal Engine.
- Created animations for characters and vehicles.
- Implemented art in Unreal Engine.

Hermanos Magia (Part-Time)

Animator & Technical artist | Jan 2017 - Jul 2020

- Designed and created 2D animations.
- Developed level design for games.
- Assisted in implementing art in game engines.

Dream Labs (Full-Time)

3D Generalist | Sep 2019 - Mar 2020

- Designed and modeled characters, scenes, and textures for AR projects.
- Implemented and tested AR projects in Unity and Vuforia.

Education:

Centennial College (Toronto, Canada) On-site

Art and Design Fundamentals | Sep 2022 - Apr 2023

Toulouse Lautrec Institute (Lima, Peru) On-site

Game and Interactive Media Design | Mar 2015 - Dec 2017

Licenses and certifications:

CGMA - Computer Graphics Master Academy

Mechanical Rigging | Mar 2024 - Jun 2024

Skills:

- Maya
- 3Ds Max
- Blender
- Unity
- Unreal
- C#
- Git
- Zbrush
- Substance Painter
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Python
- PySide
- PyQt

Languages:

- Spanish
- English

Honors and Awards:

- IGF 2021 - Audience Award for Arrog
- IGF 2021 - Best Art Finalist for Arrog
- Valencia Indie Summit 2020 - Best Art for Arrog
- 23rd Japan Media Arts Festival - Jury's Selection for Arrog
- Big Festival 2021 - Best Diversity Game for Arrog
- Hackaentel Gaming 2021 Enetel Peru - Best Game for Dimitree Challenge