

TIBERIU ALEXANDRU

3D CHARACTER ANIMATOR



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"I'm a 3D character animator based in Spain, with 7 years of experience in keyframe and motion capture animation constantly pushing the boundaries of locomotion through emotions, for high-quality visuals and storytelling."

WORK EXPERIENCE



Mid 3D Character Animator – Golden Race, softquo holding

June 2019 – Currently (7 Years – permanent)

Creating appealing keyframed 3D animation, filming from indoor to massive outdoor motion capture, mocap assistant, and developing cross-department pipelines for the top-performing games of the betting holding.

Intern 3D Character Animator – Golden Race, softquo holding

April 2019 – June 2019 (3 Months – Intern)

EDUCATION HISTORY



Mastering Facial Animation and Emotional Storytelling

January 2025 – February 2025 (1 Month)

Mastering Body Mechanics Combat, Parkour and Quadruped Locomotion.

November 2025 – January 2026 (2 Months)



EUSA – Center new profesions – Seville

September 2017 – June 2019 (2 Years)

First-class honours in Animations 3D, games and interactive enviroment.



Bachelor of arts and design – Almeria

September 2015 – June 2017 (2 Years)

Learned the basics of artistic competences.



DEMO REEL



SKILLS

- Clear understanding of director's artistic vision.
- Deep knowledge of animation principles, acting, weight, spacing and timing.
- Experience heading workflow development.
- Big understanding of storytelling and emotions.



SOFTWARE



Maya



Motion Builder



Xsens Animate



Blender



Davinci Resolve



LANGUAGES

• Spanish

• English

• Romanian



SOFT SKILLS

- Dedicated
- Team Work
- Perseverant
- Organized