

**PEDRO  
NÚÑEZ  
RIBOT**

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Spanish, English and French

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## SOFTWARES

Unity, Blender, Unreal Engine 5, TouchDesigner, Motion Builder, Substance Painter, Adobe Suite, Qualisys QTM

Coding in C#, Python, CSS and HLSL

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## EXPERIENCE

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### **Freelance | Interactive Media Artist**

FROM AUGUST 2023, MADRID, SPAIN

INCUBATIO ( Instituto Stocos, ESP), Lavinia and Cabine vélo (Cie IF, SW), RESET! Beast & Demons (Cie Gilles Jobin, SW) ICONIC - Padel Court (Pininfarina, IT), Lost Glitches (Honig Studios, GER)  
Instalaciones interactivas láser y música (Museo de la Luz, ESP), MULTITOPIA. A digital organism (Producción propia, ESP).

### **Cie Gilles Jobin | Technical Director & Tech Artist**

AUGUST 2022- JULY 2023, GENEVA, SWITZERLAND

Cosmogony (dir. Gilles Jobin), Ari3l (dir. Rudi Van Der Merwe), Virtual Crossings (dir. Gilles Jobin), Sunset Motel (dir. Thomas Ott)

### **Instituto Stocos | Motion Capture Director**

JUNE 2022-AUGUST DEL 2022, BARCELONA, SPAIN

Embodied Machine. Performing solo at Mercat de les Flors, Barcelona, ESP

### **Cie Gilles Jobin | 3D Artist & Motion Capture Assistant**

SEPTEMBER 2021-JUNE 2022, GENEVA, SWITZERLAND

### **Epycaz SL | Intern as Front and Back End Developer**

JULY 2019 - SEPTEMBER 2019, MADRID, SPAIN

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## STUDIES

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**Udemy: Jose Portilla | The Complete Python Bootcamp**

2022, ONLINE

**U-TAD | Bachelor In Interactive Product Design**

2017- 2021, MADRID, SPAIN

**H-da University | Animation & Game (Erasmus Grant)**

2019, DARMSTADT, GERMANY

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## AWARDS & FUNDING

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**Best 3D Video Game - 2021** for Kamu's Offering at the Lima Web Fest

**Next Generation EU - 2024** - For the Project MULTITOPIA. A digital organism,