

**PEDRO
NÚÑEZ
RIBOT**

Madrid, Spain
(34) 662 146 768
pedro.ribot09@gmail.com
web: pedroribot.github.io
Fluent in Spanish, English And French

Softwares Unity, Blender, Unreal Engine 5, Touchdesigner, Ableton Live 12, Motion Builder, Substance Painter, Adobe Suite, Qualisys Qtm, Godot

Coding In C#, Python, Css And Hlsl

Experience Teacher in Robotics at Colegio San Patricio
From February 2025, Madrid, Spain

Freelance | Interactive Engineer
From August 2023, Madrid, Spain
#Incubatio (Compañía Nacional de Danza, 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 & Interactive Engineer
August 2022- July 2023, Geneva, Switzerland
Cosmogony (Dir. Gilles Jobin), Ari31 (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 | Junior Interactive Engineer & Motion Capture
September 2021-June 2022, Geneva, Switzerland
Epycaz Sl | Intern As Front And Back End Developer
July 2019 - September 2019, Madrid, Spain

Studies Uam | Master in Interactive Intelligent Systems
2025 - 2026, Madrid, Spain

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

Additional Information 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
Hibridalab. Residencia de Investigación - 2025 - POLARI