



ABOUT

CAROLINA CADENA CAMARENA

GAMEPLAY ANIMATOR

SENIOR

Stockholm, Sweden

CONTACT



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DemoReel



Carolina Cadena

EDUCATION

INDUSTRIAL DESIGN

2008 - 2013

Universidad Autónoma de Nuevo
Leon. Monterrey, Nuevo Leon,
México.



WORK EXPERIENCE

TOADMAN

SENIOR GAMEPLAY ANIMATOR
Stockholm, Sweden
Jan 2022 - Present

Just Space, EvilVEvil, Unannounced AAA Movie IP.

- Create high-quality 3D Animations of humanoids and quadrupeds.
- Polish metahuman Facial animations.
- Implementing and testing animations inside the Unreal engine and Stingray.
- Work with other departments to achieve optimal gameplay solutions.
- Estimate and plan the animation needs and task creation.

Tools: MotionBuilder, Maya, Unreal Engine, Stingray.

WARDUCKS

ART LEAD/SENIOR
ANIMATOR
Dublin, Ireland
Oct 2019 - Dec 2021

Edge of Earth, StormWorld.

- Provide daily constructive feedback to the art team.
- Supervise the creation of concepts and 3D models.
- Create quality rigs and key-frame character animations.
- Oversee VFX creation and ensure quality control of art assets.
- Manage a team of artists, addressing technical challenges.
- Coordinating with production on task assignments and scheduling.
- Communicate the director's feedback and vision to the team.

Tools: Maya, Unity.

ZOINK

ANIMATOR
(Contractor)
June 2019 - May 2021

Lost In Random.

- Create high-quality 3D animations for NPC characters.
- Produce high-quality cinematic animations for various in-game cutscenes.

Tools: 3DsMax, Unity.

DUN RITE

SENIOR GAMEPLAY ANIMATOR
Cancun, Mexico
Oct 2018 - Nov 2019

Rift Of Raigard.

- Create and implement high-quality 3D animations and implement in Unity 3D.
- Collaborate with art, design, and engineering teams to troubleshoot problems.

Tools: Maya, Unity.

PRESENT CREATIVE

3D ANIMATOR
Monterrey, Mexico
Mar 2015 - Nov 2018

Snoopy pop, Trailer Park Boys.

- Create high-quality 2D and 3D animations
- Implement animations into Unity.

Tools: Maya, After Effects, Unity.

CGBOT

HEAD ANIMATOR
Monterrey, Mexico
June 2014 - Oct 2018

Angry Birds, Sega Heroes, Plants Vs Zombies.

- Provide daily constructive feedback to the animation team.
- Address technical challenges and oversee scene caching and cleanup.
- Coordinate with production on task assignments and scheduling.

Tools: Maya, Unity.



SOFTWARE

Animation

- MotionBuilder
- Maya
- 3DsMax

Engines

- Unreal Engine
- Stingray
- Unity



PROJECTS

- EvilVEvil | **PC**
- Unannounced AAA Game (Movie IP) | **CONSOLE**
- Just Space | **ITCH.IO**
- Edge of Earth (Cancelled) | **MOBILE**
- StormWorld (Cancelled) | **MOBILE**
- Lost in Random | **PC - CONSOLE**
- Rift of Raigard (On Hold) | **MOBILE**
- Plants Vs Zombies 3 | **MOBILE**

- Sega Heroes | **MOBILE**
- Angry Birds (Cancelled) | **MOBILE**
- Bubble shooter: Snoopy pop | **MOBILE**
- Trailer Park Boys: Greasey Money | **MOBILE**
- QuiVR | **PC**
- Dark Orbit | **PC**
- Rollercoaster Tycoon | **PC**
- Black Diamond Casino | **MOBILE**