

Erick Mota

Character Animator.

ich.liebe.katie.fey@gmail.com

Summary

Experienced 3D Character Animator, I have worked on Feature films, video games and TV Series such as: "Max Steel Turbo Charged", "All Hail King Julien(Dreamworks)", "El Chavo Wii", "Day of the Death".

Experience

Free lance animator and entrepreneur

January 2016 - Present

Character Animator (Max Steel: Turbo Charged) at mighty studio

March 2017 - May 2017 (3 months)

Mas Steel 2017 Movie

Character Animator at Metacube Technology & Entertainment

July 2016 - April 2017 (10 months)

Feature Film of the Day of the Death

Character Animator at Bardel Entertainment

December 2014 - December 2015 (1 year 1 month)

King Julien (Dreamworks)

Character Animator, rigger

May 2014 - December 2015 (1 year 8 months)

3D Character rigging and Animation of ice cream company's pet brand "Helados Tucky Tucky".

Game Designer, Character Animator, Rigger

January 2014 - January 2015 (1 year 1 month)

Game Design, 3D Character animator, rigger, for an Android/IOS game, own project.

Character Animator at COSMOGONIA

July 2014 - December 2014 (6 months)

Character animator and Rigger for BITUP a PS VITA/PS4/PC video game.

3D Character animator and rigger

March 2014 - March 2014 (1 month)

3D Character animator and rigger for a short film, public announcement made.

Lead 3D Artist

January 2014 - February 2014 (2 months)

Animation, Rigging, Rendering of fish models and some 3D logos for a TV commercial aired on National television broadcast, made for the supplements brand “BE-OK”.

Lead Character Animator, Rigger

February 2013 - February 2014 (1 year 1 month)

Lead 3D Character animator, Rigger for several projects.

Leading small group of animators for video games, animating and rigging several characters and props,.

Leveling up trainees and incorporating them into videogame projects.

3D Character Animator

January 2013 - March 2013 (3 months)

3D Character animator for a short film directed by Cecilio Vargas at “El Bigote de Chaplin”.

Character Animator, Rigger, Technical Animator at Kaxan Games

July 2012 - February 2013 (8 months)

3D Character animator, Rigger, Technical animator in Unreal Engine for a PS3/ XBOX 360 video game at “Kaxan Games”. (Sadly cancelled)

3D Character animator, Rigger, for an animation movie at “Kaxan Animation”. (Sadly cancelled)

3D Artist at Vertigo Films

April 2012 - June 2012 (3 months)

3D Modeling for Architecture, Texturing, Architectural Render and creation of pipeline for a 3D architectural visualization of the new buildings from “Universidad Panamericana” working at “Vertigo Films.”

Character Animator

January 2011 - May 2011 (5 months)

Animation of characters for the videogame Chavo Wii, loops for games and animations of game masters

Education

Instituto Tecnológico y de Estudios Superiores de Monterrey / ITESM

Bachelor's Degree, Animation and Videogames, 2006 - 2011

CETUAG

Associate's Degree, Architecture, 2003 - 2006

Erick Mota

Character Animator.

ich.liebe.katie.fey@gmail.com



[Contact Erick on LinkedIn](#)