

XIN YE

3D ANIMATOR | 3D GENERALIST | ILLUSTRATOR



Demoreel

vimeo.com/1055675281

Portfolio

xinai.cervantic.com

A versatile 3D character animator with a background in illustration. Experienced in a variety of workflows, including production for short films, indie games, and immersive virtual reality projects. Specializes in character animation and storytelling, and always ready to team up and collaborate to achieve the artistic vision.

EXPERIENCE

VR 3D Animator & Director | **NextLabs** (Madrid) · 2026

- Developed the scene layout in collaboration with the scriptwriting team and established the end-to-end workflow for the entire project.
- Modelled original 3D assets directly within a VR environment using native creation tools.
- Executed character and asset rigging for VR-native models, conducting rigorous stability and deformation tests.
- Animated characters frame-by-frame directly inside the VR engine, closely following the established layout.

3D Animator & Layout | **WKND** (Barcelona) · 2025

- Animated dynamic sequences in a 2.5D style, seamlessly blending animation techniques with 3D environments.
- Designed and applied highly stylized textures to maintain the project's unique art direction.
- Implemented automation scripts to streamline scene setups and repetitive tasks, enhancing team efficiency.

3D Animator & Concept Artist | **Ado Ato** (Amsterdam)

- Designed and implemented IDLE animations and complex body mechanics for immersive VR characters in Unity.
- Performed bipedal human rigging, ensuring accurate mesh deformations for real-time engine integration.
- Integrated, tested, and optimized animated assets directly within Unity, guaranteeing high performance in a VR environment.

3D Animator Generalist | **Toon Side** (Bilbao)

- Configured and applied 2D facial rigging to 3D character meshes to greatly enhance facial expressiveness.
- Executed precise camera tracking tasks to flawlessly integrate 3D elements into the main trailer shots.

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INSTAGRAM: [SQUIVPYRA](#)

SPAIN | OPEN TO RELOCATE OR REMOTE

EDUCATION

Advanced Mentorship in 3D Animation

Pepe School Land · Sep 2023 – Dec 2025

Modeling, Animation and Storytelling focused on the 3D pipeline.

Mentor: Daniel Lara Martinez

Master in Graphic Design

Aula Creativa · Mar – Jul 2020

Graphic project development from concept through print. Design tools: Illustrator, InDesign, Photoshop. Advanced Graphic Design & Prepress.

SKILL & SOFTWARE

- Core Animation: Character Acting, Body Mechanics, Lip-sync, Facial Animation, IDLE loops, 2.5D Animation.
- Game Engines & VR: VR asset production and optimization, Unity (in-engine animation & asset integration), Godot (basic knowledge).
- Technical 3D: Rigging (Facial, Bipedal, 2D bones), Skinning, Topology Optimization, Basic Scripting (Python).
- Asset Creation: Hard Surface & Organic Modeling, Retopology, UV Mapping, Stylized & PBR Texturing.
- Art & Visual Dev: Illustration, Storyboarding, Scene Layout, Graphic Design, Modelling, NPR Nodes.
- Software: Maya, Blender, Unity, Quill (VR), DaVinci, Adobe Creative Suite (Photoshop, Illustrator), Procreate.

LANGUAGES

Spanish (Native) · Chinese (Native)

English (C1 – Professional)

OTHER WORK

3D Mentor for Blender course

Centre Civic (Barcelona) · 2026

Freelance Illustrator & Visual Artist

Branding, Concepts, Mockup, Posters