



MANUEL GARCÍA GAY

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JUNIOR 3D RIGGER | 3D GENERALIST

Spanish (Native)

English (B2)

Learning new techniques, best practices or better ways to optimize the workflow is one of my hobbies and my daily task. I have a mixed background knowing all the phases of the process of creating a prop or character from prototyping to final rendering.

EXPERIENCE

Rigger & Animator
2026

Infinite Thread Games
Internship Agreement
Jan. 2026 – June 2026 – 6 months
Remote

STUDIES

Europea University
Current

Double degree in Animation and Video Game Design

Animum
2025

Advanced 3D Character Rigging Course

SKILLS

Cleanliness and organization

3D Rigging

Spatial intelligence

3D Modeling

Layout

3D Animation

Rendering

Video Editing and Post-Production

Technical drawing

Video Game Design and Development

Composition

Photography

Cinematography

PROGRAMS

