



MATIAS RODRIGUEZ

 matiazafrada@gmail.com

 3D Animator • 3D Modeler • Digital Artist

PROFESSIONAL SUMMARY

Creative and highly motivated 3D Animator and Modeler with over 11 years of experience developing artistic and technical skills in animation, character performance, 3D modeling, and digital content creation. Passionate about storytelling, stylized visuals, and innovative workflows for games and interactive media.

Experienced working in professional studios, freelance productions, and fangame development projects, with strong capabilities in animation pipelines, teamwork, creative problem solving, and visual development. Recognized for adaptability, attention to detail, and the ability to quickly learn new technologies and artistic techniques.

Strong background in digital animation, graphic design, and customer interaction, combined with years of independent artistic practice and collaborative production experience.

PROFESSIONAL EXPERIENCE

Lead Animation & 3D Modeling Artist

Chaos at Fazbear (*Freelance / Fangame Project*)

2023 – Present

- Leading the animation and 3D modeling department for the project.
 - Creating stylized and game-ready 3D assets, characters, and animations.
 - Coordinating artistic direction and workflow organization for animation tasks.
 - Developing cinematic animations and gameplay-oriented character performances.
 - Collaborating with developers and artists to maintain visual consistency and production quality.
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3D Animator & 3D Modeler

Occulta Studio

March 2026 – Present

- Producing professional-quality 3D animations and models for studio projects.
- Collaborating with multidisciplinary teams in the development of digital content.
- Supporting production pipelines with efficient asset creation and animation workflows.

- Contributing creative solutions for character movement, scene composition, and visual presentation.
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Digital Animation Internship

Virtualizar

January 2026 – April 2026

- Developed digital animation projects using modern animation techniques and workflows.
 - Contributed to the creation of innovative visual content for professional productions.
 - Improved technical and artistic animation skills through hands-on production experience.
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Digital Animation Internship

Virtualizar

January 2026 – February 2026

- Assisted in animation production tasks and digital content development.
 - Participated in collaborative creative projects focused on visual storytelling.
 - Strengthened technical knowledge in animation software and production pipelines.
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Amusement Ride Operator & Event Coordinator

Mampato, Lo Barnechea

December 2023 – February 2026

- Managed amusement attractions, bowling areas, and birthday event coordination.
 - Delivered customer-focused service while ensuring a safe and enjoyable experience.
 - Demonstrated strong communication, teamwork, and organizational skills.
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Graphic Design Internship

Mascotalerta

December 2023 – April 2024

- Assisted in the creation of graphic assets and visual identity materials.
 - Contributed to strengthening the organization's branding through creative visual design.
 - Supported promotional and communication projects with effective graphic solutions.
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EDUCATION

Gabriela Mistral University (UGM) – Chile

Digital Animation

2022 – Present

CORE SKILLS

- 3D Animation
 - Character Animation
 - 3D Modeling
 - Stylized Art
 - Digital Illustration
 - Graphic Design
 - Creative Problem Solving
 - Team Collaboration
 - Animation Workflow Optimization
 - Visual Storytelling
 - Adaptability & Fast Learning
 - Attention to Detail
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ADDITIONAL INFORMATION

- Over 11 years of personal and professional experience in animation and digital art.
- Experience working on independent productions and fangame projects.
- Passionate about game development, cinematic animation, and stylized visual design.
- Continuously improving technical and artistic skills through personal projects and experimentation with new technologies.