Daniel Mingione

3D ARTIST

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Professional Profile

3D Artist with over 15 years of experience in 3D modeling, animation, and texturing. I have collaborated with companies in video games, marketing, audiovisual, and architectural visualization, creating content for interactive projects, videomapping, infographics, and immersive experiences. Proficient in tools such as 3ds Max, Unreal Engine, Substance Painter, Unity, and Photoshop, with a strong ability to adapt to different pipelines and lead creative processes.

Featured Experience

Freelance 3D Artist.

Character, environment, and prop modeling and animation. PBR texturing in Substance Painter. Architectural visualization, videomapping, and AR.

HIGHLIGHTED PROJECTS

- **El Confidencial Newspaper:** 3D infographic animation for the third anniversary of the war in Ukraine. "**EL verdadero coste de un misil"**
- **Amnistía Internacional:** 3D animated videos for global campaigns.
  "Be There" **"Impact Through Growth"**
- **Kern Terminal (Germany):** Technical videos of industrial lockers.
  "Hybrid Concept" **"Service Terminal"**
- **Visura Studio:** Character creation and animation for videomapping.
  "Valladolid Luce"

Dyna 4 Studio. 3D Environment Artist (2016 – 2024)

- Creation of assets and scene assembly for Real Estate in Unreal Engine.
- Optimization for real-time rendering.

Kitmaker Entertainment. 3D/2D Generalist (2013 – 2015)

- Character animation, asset creation for mobile video games.
- Experience with Unity 3D.

Games GI. 3D Artist (2006 – 2009)

- Character modeling, texturing, and animation.
- Interface design and visual effects.

Trebol Animation. Animator & Modeler (2005)

- Animation and rigging for TV short films.

Technical Skills

- 3D Modeling & Animation: 3ds Max.
- Texturing & PBR: Substance Painter, Photoshop.
- Game Engines: Unreal Engine, Unity.
- Post-production: After Effects.
- Other: Visual storytelling, compositing, 2D design, digital illustration.
- Teamwork and leadership of creative projects.

Academic Background

Master's in 2D Animation – Bujos Producciones (1995)
Graphic and Multimedia Design – EdiTrain, Madrid (2010 – 2011)
Garaycochea School – Artistic drawing, animation, and illustration (1993 – 1996)