

Armando Soto Nieto

3D Artist & Animator | Qro. México

asoniet@gmail.com

Summary

3D Artist with over 20 years of experience in animation, lighting, and team leadership. Proven ability to deliver high-quality work on time, solve problems efficiently, and collaborate effectively in team environments. Passionate about storytelling and creating immersive visual experiences.

Experience

- **Senior 3D Animator** – Boxel Studio (2023) Disney Jr.: "Winnie the Pooh and Me & Mickey"
Created high-quality animations following Disney's artistic and technical standards.
Collaborated with the animation team to meet project deadlines.
- **University Professor** – Tec Milenio / UAQ (2021-2025)
Taught courses in 3D animation and digital art.
Mentored students in industry-standard software and animation techniques.
- **Senior 3D Animator & Lighting Artist** – Imagination Films (2014-2020) Film: "Max"
Animated and lit scenes for various productions.
Worked closely with directors to enhance visual storytelling.
- **Animation Supervisor** – Anima Estudios (2014) Film: "Ana y Bruno"
Led a team of animators to achieve the film's artistic vision.
Ensured quality control and adherence to production timelines.
- **Senior 3D Artist** – Televisa Chapultepec (2012-2014)
Developed 3D assets for television productions.
Assisted in animation and post-production.
- **3D Artist** – Imagination Films (2007-2012) Film: "Z-baw"
Modeled, textured, and animated characters and environments.
Collaborated with the VFX team to enhance realism.
- **I/O Assistant** – Ollin Studio (2005) Films: "KM 31", "Efectos Secundarios", "Fuera del Cielo"
Assisted in rendering and data management for post-production.

Education

- Bachelor's Degree in Communication Sciences & Techniques – UNID, Mexico (2001-2004)
- Professional Animation Diploma – Eunoia School, Mexico DF (2005)

Awards & Achievements

1st Place – 3rd Google-INAH Contest "Pon a México en el Mapa" (Category: Archaeological Sites 2012)

Skills

- 3D Animation & Rigging (Maya, Motion Builder)
- ShotGrid (FPT)
- Lighting & Rendering (Redshift)
- Digital Art & Design (SketchUp, Photoshop, After Effects)
- Audio Editing (Pro Tools, Adobe Audition)
- Team Collaboration & Problem-Solving

Languages

Spanish – Native

English – Intermediate

Links

[Character animation reel](#)

[MOCAP clean up reel](#)

[Linkedin](#)