

# Ruben Esqueda

Animator | 2D/3D Keyframe | Gameplay | Motion Capture | Film  
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## SUMMARY

Expert in game production and content creation producing 3D Humanoid and Quadruped animation, Motion Capture clean up and retargeting. Professional experience with small and large cross platform teams.

### Software

Autodesk Maya - Unreal Engine - Motion Builder - Adobe Photoshop  
After Effects - Blender -

### Skills

3d/2d Keyframe - Motion Capture Modeling - Rigging - Game Asset Implementation  
Cinematics - Animatics - Team Leadership - Project Management

## Professional Experience

### Ruben Esqueda Animation Studio 2019- 2026

Provided creative services for clients including 2D/3D animation, for film, marketing and game development.

### Character Animator | Stanford University - Remote/Hybrid

- Responsible for introducing design concepts for animated education videos for the School of Medicine.
- Modeled and rigged characters from 2D, 3D stylized and hyper-realistic.
- Storyboarded scenes, created animatics and set up the 3D environments.

### Lead Gameplay Animator | Gambit Games - San Francisco, CA

- Responsible for gameplay animation,VFX, motion capture clean up and game integration - Created animations in multiple games in Party Royal, Skateboard and strategy card multiplayer games - Worked with the Art department to refine and establish a production pipeline
- Designed and crafted VFX using Particle Systems Roblox Studio and Unity
- Roblox Animations for Official Five Nights at Freddy's Night Crew

### Gameplay Animator/Art Lead | Robot Sea Monster Games - San Rafael, CA

- Designed UI elements and Character Animation for VR and Game production. - Conceptualized and designed UI elements for Interactive VR games
- Modeled,rigged and animated humanoid characters for gameplay
- Modeled and textured environment background assets as well as implemented them into the game.

### Roblox Developer | Metaverse Team - San Francisco, CA

Responsible for animating and implementing animations, optimized game objects and UI design for Roblox Games including the Official Five Nights at Freddy's Survival Crew..

### 2D Animator/UX Design | Cinepartners LLC - Remote

developed animations using hand drawn and rigged 2D characters, UX design for feature documentaries.

### VR Animation Specialist | Cisco Systems - Milpitas, CA

Rigged and animated Characters, used facial motion Capture system for a VR experience used for simulation.

### 3D Artist/ 3D Animator | Madbox Games - Remote

Animated Characters and rendered several animated CutScenes for advertisement of the game Pocket Champs.

### Character Animator | Groove Jones - Remote

Animated football characters scenes for marketing and AR experience used in college football events.

### Character Animator |Riot Games/Castle Steps - Remote

Using existing models from the League of Legends game I animated Idles for the marketing of the Netflix show Arcane. - Idles included characters Caitlin,Killjoy, Sett and Jayce. Responsible for renders.

### Character Animator/UX Design | Apple Inc - Cupertino

Create 2D character and UX animations used for Apple Care sta training and marketing worldwide.

### Gameplay Animator | 361 Commision - Remote

Created combat Animations for animation Library.

### 3D Animator | EyeQue - Fremont, CA

Developed 3D Design and assets for animation to be used with proprietary Tech software for the eye care medical industry.

**Character Animator | Universal Pictures - Studio City, CA |** I animated the Character Thing from The Addams Family Movie 2019. I was responsible for final animations and renderings for the marketing department.

### Resident Animator | The Walt Disney Family Museum - San Francisco, CA

Designed the animation studio. - Facilitated Master classes with Pixar and Disney Directors Trained a staff of 6 to teach the animation arts curriculum I designed.

## Education

California Institute of the Arts | CalArts Gnomon School of VFX General Assembly Bachelor Of Fine Arts | Animation  
3D Animation | Game Production UX Design | Human-Computer School of Film Video - Valencia, CA Online Fast Track  
Program Interaction San Francisco, CA