

# Daniel Louis Bedoya

[Artstation](#) | [Daniel3dimension@gmail.com](mailto:Daniel3dimension@gmail.com) | [LinkedIn](#) | 052-5700489 | [Bedoya3d.com](#)

## ABOUT ME

I'm a 3D Animator with a background in Game Design and a passion for creating memorable gameplay experiences. I enjoy bringing characters to life through animation while understanding how every movement supports gameplay and player immersion. Inspired by the craftsmanship behind games I love, I'm always looking to learn, grow, and contribute to teams that create engaging worlds and unforgettable player experiences.

## EDUCATION

**Minshar Art School:** animation program specialize in 3d animation, 2021-2025

**Open University:** Game Design Certificate. 2020-2021

## WORK EXPERIENCE

- **Security Guard** – Electrical Station “Rutenberg”, 2018 – 2025
- Security guard requires long hour shifts, focus, accountability and operational excellence

## PROJECTS

### “Show Reel: The Movie” – Animated short film. 2024-2025

- 3D Animation that was created using: MAYA and rendered in Unreal Engine 5..
- Full production pipeline. Built from ground up including: Brainstorming concept, animation style, story and execution.

### “Trash panda extravaganza” GGJ (Global Game Jam) - Game 2026

- Developed a complete game from concept to playable prototype within a 48-hour game jam.
- Collaborated closely with a multidisciplinary team under tight deadlines.
- Successfully met project milestones and delivered a functional game within an extremely limited timeframe.

### “The book that swept me away” - Game 2023

- Defined the game's stylized visual direction and managed the overall production workflow.
- synchronized with team members to deliver a polished product while maintaining technical standards.
- Created 3D stylized assets and environments integrated into the game.

## MILITARY SERVICE

- **Combat Engineer 2015-2018**
  - **Active Reserved Duty**

## ADDITIONAL

**Volunteering:** “Magen David Adom” - **First Responder 2012-2015**

**Technical Skills:** Proficient in animation, video editing, and modeling

**Programs/Tools Used:** Maya, UE5, Photoshop, After Effects, ZBrush, Unity

**Languages:** Hebrew (Native), English (Fluent)