



Rubén Sotomayor Criado



3D Artist · Digital Sculptor · NPR Specialist · Director

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PROFILE

3D artist from Mallorca with over 10 years of experience, specialising in **digital sculpture in ZBrush** and **NPR finishes in Blender**. I work mainly in 2D-to-3D pre-production: characters, props and environments that keep the spirit of the original 2D design and serve as references for design and animation teams. I have directed my own animated short film and taught 3D modelling at university level for more than five years.

STUDIOS AND CLIENTS

NETFLIX

LUCASFILM

BILZARD
ENTERTAINMENT

Cartoon
Saloon

titmouse

bluezoo



Disney+

Spline

teidees

PROFESSIONAL EXPERIENCE

Selected credits, newest first



2026

Street Fighter · feature film
Titmouse · 3D artist



2026

Upcoming project · unannounced
Jellyfish Pictures, for Tom Brass · Visual development



2025–26

Star Wars animated series · **to be announced in 2027**
Lucasfilm · Character and prop concept and 3D



2025

Star Wars: Visions · unreleased
Cartoon Saloon · 3D artist



2025

New character for an upcoming series
Guillermo García Carsí, director of Pocoyo · Character development



2025

Cannibal World · board game
Ominiky Ediciones · WittyGames · Miniature sculpting for a €100,000+ crowdfunding

NETFLIX

2024–25

Love, Death & Robots · S4 · How Zeke Got Religion
Netflix · Pre-production: characters and real-time NPR proxies



2024–25

Overwatch 2 × Street Fighter 6 · cinematic
Blizzard Entertainment · Capcom · Real-time NPR busts and props



2024

Overwatch 2 × Avatar: The Last Airbender · cinematic
Blizzard Entertainment · Real-time NPR characters and props

PROFESSIONAL EXPERIENCE (continued)

	2024	Under the Sofa · animated series Teidees · Dandelooo · 3D environments and backgrounds
	2024	Coin Master · mobile game Moon Active · Visual development tests for backgrounds
	2023	Mojo Swoptops · animated series Blue Zoo · 3D modelling of the main character
	2022–24	Unreleased feature projects Netflix, for Olivier Staphylas and Mike Rianda · Visual development assistant
	2020–22	Spline · 3D design software Spline Inc. · 3D tool development support and marketing content
	Various	Sparkles Magical Market · and other projects Spin Master · 3D character visual development
	2017	Woody & Woody · Goya Award winner Short film · 3D artist

DIRECTION

Yurik · animated short film

Writer and director, with full responsibility for art direction and production design.

NPR Art · ongoing research

Personal studies translating 2D illustrations into real-time 3D with NPR finishes.

TEACHING

Korogi Academy (2023–present): founder of the online NPR course for 2D artists, with more than 300 international students.

3D modelling instructor at universities and schools in Madrid and at international schools, for more than five years.



TALKS

Blender Conference 2025, Amsterdam · Speaker

U-tad and **Voxel School**, Madrid · Talks and masterclasses on NPR and 3D for pre-production

Universidad del Valle de México (UVM) and **Universidad Anáhuac**, Mexico · Guest talks

SPECIALITIES

Digital sculpture and stylised characters in ZBrush.

NPR look development in Blender: toon shading, line work and painterly finishes in real time.

2D/3D pre-production: 3D reference models for design and animation teams.

Full character pipeline: ZBrush sculpt, retopology, UVs, texturing and render in Maya or Blender.

Direction, art supervision and production design.

SOFTWARE

ZBrush

Blender

Maya

3ds Max

Substance Painter

Adobe Creative Suite

Generative AI tools

EDUCATION

2020 · Bachelor's Degree in 3D Animation

2015 · Higher National Diploma in 2D/3D Animation and Video Game Creation

LANGUAGES

Spanish native · **Catalan** native · **English** advanced