Julià Beltrán Portes

3D Gameplay & Character Animator

Valencia, Spain · Open to relocation
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Gameplay Reel | Character & Creature Reel | Facial & Acting Reel | First-Person Reel

Professional Summary

3D Animator with 3 years of professional experience in video games and real-time production, specializing in gameplay and cinematic character animation. At DALOAR I went from a team of four animators to being the studio's **sole animator** on **The Occultist**, owning character, gameplay and cinematic animation from Maya through to Unreal Engine 5 implementation. Strong fundamentals in body mechanics, weight and acting, trained at Animation Mentor, with hands-on experience in Sequencer, Control Rig and Mocap cleanup.

Core Skills

- Animation: Gameplay, Combat, Locomotion, Cinematics, Character Acting, Facial Animation, Creatures & Quadrupeds, First-Person.
- Unreal Engine 5: Sequencer, Control Rig, Root Motion, Retargeting, In-Engine Implementation.
- Autodesk Maya: Keyframe Character Animation, Body Mechanics, Animation Polish.
- Motion Capture: Mocap Cleanup & Editing, Xsens, Manus.
- Pipeline: Perforce, FBX Export, Animation Integration, Optimization.

Professional Experience

Freelance 3D Animator (Remote) — Mar 2026 – Present

- Animating characters for the vertical slice of an international third-person action game: combat, medieval characters and enemies.
- Creating gameplay and cinematic animations in Maya and integrating them in Unreal Engine 5.
- Building character performance and seamless transitions between cinematics and gameplay.

*3D Main Animator – **DALOAR (Valladolid, Spain)*** — Jan 2025 – Dec 2025

- Sole animator at the studio, responsible for all of the animation production on **The Occultist** (released April 2026).
- Owned character, gameplay and cinematic animation, from Maya to final implementation in UE5 (Sequencer, Control Rig).
- Solved in-engine animation issues and worked directly with programmers, designers and other departments to keep quality and integration on schedule.

*3D Animator – **DALOAR (Valladolid, Spain)*** — Jan 2024 – Dec 2024

- Team of four animators: character, gameplay and cinematic animation for **The Occultist** (keyframe and mocap).

*Junior 3D Animator – **Virtual Zone (Alicante, Spain)*** — Jan 2023 – Sept 2023

- Produced character and environment animations for the published VR title **D-Day**.
- Refined real-time VR character animation under the mentorship of a senior animator.

Personal Work

- **Dragon** — creature animation focused on weight, presence and behavior.
- **Wolf** — quadruped locomotion: trot, sniffing, terrain traversal and howl.

Education

- **Animation Mentor** — Character Animation (Pantomime, Acting, Dialogue) · Apr 2026 – Jul 2026
- **Animum Creativity Advanced School** — Master in 3D Character Animation for Film and Video Games · 2019 – 2021
- **Florida Universitària** — Higher Diploma (CFGS) in 3D Animation, Games & Interactive Environments · 2017 – 2019

Languages

- Spanish — Native proficiency · English — Professional working proficiency