

# MIGUEL TEIXEIRA - 3D ANIMATOR

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Location: London



Reel



## Professional Summary

I am an experienced 3D animator with a passion for storytelling. With strong time management, problem-solving, and teamwork skills, I have been helping studios across movie, tv series and games industries to bring their vision to life. I can contribute with creating high-quality animations in Maya and 3Ds Max, optimizing workflows, and fostering creative collaboration in your team. I thrive in fast-paced environments and am eager to support your studio's vision and push the boundaries of animation and storytelling.



## Professional Experience

**TV Commercial/ Advert 3D Animator** Cahoots Studios | Dec 2024 – Feb 2025

- TV commercial for [Scottish Power](#)

**Feature Film 3D Animator** Jellyfish Pictures | May 2023 - May 2024

- Animated sequences on the high-profile feature film "[The Twits](#)" for Netflix.
- Collaborated with a team of animators to produce high-quality animations.

**Game 3D Animator** Upstream Arcade | Sep 2022 - Apr 2023

- Rigged and animated characters for the game "[Hellboy: Web of Wyrld](#)".
- Worked with the design team to enhance character movements and expressions.

**TV Series 3D Animator** Keyframe Studios | Feb 2022 - Aug 2022

- Animated sequences for "Sesame Street: [Bea's Block](#)".
- Ensured animation met broadcast standards and project deadlines.

**Commercial/Advert 3D Animator** Super Strange Studios | Nov 2021 - Nov 2021

- Animated short sequences for a Christmas Commercial/ Advert - Cartoon Style

**Short Film 3D Animator** Directed by Ashley Cornall | Mar 2021 - Mar 2021

- Animated sequences for "[Good News](#)"

**Youtube Episodic 3D Animator** Mummysboy Limited | Mar 2020 - Mar 2020

- Animated a sequence for "[Bellyfant & Toaster: Cookie!](#)"
- Cleaning mocap animation

**Feature Film 3D Animator Intern** Crater Studio | Jun 2019 - Jul 2019

- Animated sequences for a Netflix Film: "[Saaho](#)"
- Creature animation (Flamingos) and vehicle animation



## Education

**Bachelor of Arts (Hons) in The Art of Computer Animation – First Class Honours**

Escape Studios, London | Sep 2017 - May 2020



## Technical Skills

- **Animation and rigging:** Autodesk Maya | 3Ds Max
- **Production Tracking:** Shotgun | Shotgun | Flow | Trello | Ftrack | Kitsu
- **Video-editing and concept art:** Adobe After Effects | Premiere | Photoshop
- **Game Engine:** Unity | Unreal Engine



## Mentorships

**Lupin House Animation** | Set 2021 - Nov 2021  
Mentored by Steven Morris (DNEG)

**Squash&Stretch** | May 2020 - Jul 2021  
Mentored by Filippo Dattola (ILM)



## Industry Awards for Short Film Animations

- **The Golden Acorn** | 3D Animator | Escape Studios  
*Best Trailer* at the Future of Film Awards, Robinson Film Awards, V.I.Z Film Fest, Onyko Film Fest, Art Film Awards, Golden Eagle Indie Film Festival (GEIFF), The Vesuvius Film Festival, The Golden Nugget International Film Festival
- **Over Under** | 3D Animator | Escape Studios  
*Most Fabulous Animation* at Animafantasia Festival | *Best Production Design* at Athens Film Fest | *Best No Budget* at Dreamer's Film Fest | *Best Sci-Fi* at the Flicks Monthly Film Festival | *Best Production Award* at HEI Fest.
- **Reach** | 3D Animator | Escape Studios  
*Most Irresistible Animation* at the International Student Animafantasia Film Festival 2020 | *Best VFX* at London Film Fest.



## References

Available upon request.