

## ABOUT ME

Hybrid creative-technologist who turns ideas into shippable products by combining **3D art**, **generative AI** and **automation**. After a decade animating, rigging and directing pipelines for games and film, I rebuilt my toolbox around AI: LoRA-trained models, virtual avatars, AI video, 3D generation and end-to-end workflow automation.

I move fluently between artistic direction and engineering — rigging a character in the morning, training a local Flux/Qwen LoRA in the afternoon, and shipping an n8n agent that automates reporting before dinner. I care about clean pipelines, private local inference and giving teams real superpowers.

## CONTACT

- P** Portfolio  
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## AI & TECH STACK

### IMAGE / VIDEO AI

- Stable Diffusion
- Flux
- ComfyUI
- Qwen
- NanoBanana
- Seedance 2.0
- Wan
- Kling
- Runway
- Sora
- Veo
- Kiwi
- Mimicfish
- HeyGen

### 3D AI & AVATARS

- Hunyuan3D
- LoRA Training
- Virtual Avatars
- Lip-sync

### LLMS & AUTOMATION

- Claude
- GPT
- Gemini
- Llama (local)
- n8n
- Make
- Python
- APIs

# JUAN DAVID PIEDRAHITA REBELLÓN

AI CONTENT CREATOR · TECHNICAL ARTIST · AUTOMATION

### GENERATIVE AI

Avatars, video, image and 3D with ComfyUI, Flux, Hunyuan3D & local LoRAs.

### 3D & TECH ART

10+ years of rigging, animation, mocap and game-ready pipelines.

### AUTOMATION & LLMS

n8n, Make and Python agents on Claude / GPT / Llama for daily workflows.

## WORK EXPERIENCE

- Sept 2025 — Present** — **Mark McFarlane — AI Content Creator**
  - ▶ Build and ship **AI-driven multimedia content**: virtual avatars, lip-sync video and stylized image campaigns.
  - ▶ Train and deploy **custom LoRAs** for character consistency on Flux, Stable Diffusion and Qwen pipelines.
  - ▶ Run **fully local model stacks** (ComfyUI, Llama, Hunyuan3D) for fast iteration and data privacy.
  - ▶ Generate **3D assets with AI** (Hunyuan3D) and integrate them into traditional 3D pipelines.
  - ▶ Design **automation workflows** (n8n, Make, Python) for content ops, reporting and office tasks.

ComfyUI Flux LoRA Hunyuan3D n8n Python  
Llama local HeyGen Runway
- Feb 2025 — Apr 2025** — **BioMotion LAB — Producer / TD Mocap**
  - ▶ Produced **200+ motion-capture animations** as training data for AI motion models.
  - ▶ Owned the mocap pipeline end-to-end: shoot, solving, cleanup and AI-ready delivery.

Vicon Shogun Mocap AI Datasets
- Jun 2024 — Oct 2024** — **10 FC (XF Agencija) — 3D Animator**

Delivered 3D animation, motion graphics, VFX and graphic design for commercial clients.

3D Animation VFX Motion Graphics
- Sept 2023 — Nov 2023** — **Insert Coin Animation Studio — 3D Animator**

3D character animation and dance thumbnails for the *CoComelon* franchise.

Character Anim CoComelon
- Mar 2023 — May 2023** — **Tunja York — 3D Technical Animator**
  - ▶ Pipeline director and technical animator for music video “*Starfall*”.
  - ▶ Built rigs for all 3D characters; cleaned up mocap and animation layers.

Rigging Pipeline Mocap

## 3D / PRODUCTION

Maya Blender Unreal Engine  
Unity Vicon Shogun Mocap  
Rigging VFX Motion Graphics

## LANGUAGES

Spanish — Native  
English — Professional

## RECOGNITIONS

- ★ 2024 · Best Videogame, *Narrar el Futuro* — Ponsot
- ★ 2019 · Best Videogame, Liga Indie — Ponsot
- ★ 2018 · Organizer of *Hoy es Diseño*, event for designers
- ★ 2017 · Student monitor — 3D animation & videogames club

## SPEAKER / PITCH

- ▶ Oct 2025 · Pitch of videogame *Ponsot* to publishers — **Brasília Game Hub**
- ▶ PITCH videogame *Ponsot* — Campus Party
- ▶ How to create an indie videogame — Gamer'sDay / ShinAnime

"I like to combine engineering and art to provide creative solutions, accept challenges, learn new ways of doing things and share knowledge with my team."

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## WORK EXPERIENCE (CONT.)

- Sept 2022 **Sync Games — 3D Rigger / Animator**
  - ▶ Rigged and animated game characters for *Smash Monkeyus* and other prototypes.
  - ▶ Authored LOD versions for every in-game character to optimize real-time performance.

Game Rigging LODs Real-time

## EDUCATION

- Aug 2019 — 2020 **Interactive Media Designer — ICESI University**  
Graduated August 22, 2020.
- 2013 — Jul 2014 **3D Animation Technologist — SENA**  
Graduated July 01, 2014.

## CONTINUING EDUCATION & PROGRAMS

- Jun 2025 **Xsolla Accelerator Program — INDIE HERO (Brazil)** · founder-level training in product, growth & gaming business.
- Jun 2025 **Business Roundtable — Demoday Join 2025, Gamer Arena, GameJamPlus Finals.**
- Mar 2025 **Intro to Vicon Shogun — HCG TECH (Carlos Vilchis)** · interactive mocap course.
- Oct 2024 **Motion Capture for Film & Video Games —** specialized workshop.
- Jun 2021 **Principles of Animation & Basic Locomotion —** Keyframe School (Alex Puente).
- Oct 2019 **Rigging: Facial Articulation of a 3D Character —** Domestika (Iker J. de los Mozos).
- Nov 2013 **Audiovisual Development —** Takesinma Studios.

## FEATURED PROJECTS

### Ponsot 2019 – 2025

Indie videogame. Award-winning at Liga Indie 2019 & *Narrar el Futuro* 2024. Pitched to publishers at Brasília Game Hub (Oct 2025).

Game Design Unity Awarded

### AI Content @ Mark McFarlane 2025 – present

Virtual avatars, lip-sync video and image campaigns powered by custom LoRAs on local ComfyUI / Flux pipelines.

LoRA ComfyUI Avatars

### BioMotion Mocap Dataset 2025

Produced 200+ mocap takes engineered as training data for AI motion models. Owned shoot-to-delivery pipeline.

Vicon Mocap AI Dataset

### Starfall — Music Video 2023

Pipeline director and technical animator: rig systems, mocap cleanup and sim-ready takes for all 3D characters.

Pipeline Rigging Music Video

## LET'S BUILD SOMETHING

Open to AI / 3D / automation roles — remote, hybrid or on-site (Cali, CO).

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SCAN PORTFOLIO