

# Abdiel O. Díaz Quiñones

3D Generalist | Virtual Production | Motion Capture

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## EXPERIENCE

### Motion Capture Technician / 3D Generalist - RKG Creative, Miami, FL

APR 2024 – AUG 2025

- Built AI-powered avatars in Unreal Engine 5 for real-time interactive experiences in Japan, Walmart, and museum installations.
- Developed a full AI-driven digital signage character library used for client demos and permanent installations.
- Created a digital host for a real-time performance in Dubai for a private corporate anniversary event at the *Atlantis Hotel*, providing full on-site technical support.
- Delivered full on-site motion capture technical support, including setup, live troubleshooting, and post-session data cleanup.

### Facial Motion Capture Supervisor - EDGLRD, Miami, FL

DEC 2024 – FEB 2025

- Guided performers to get comfortable with facial capture technology and performed daily calibration before shoots.
- Designed and built custom facial capture helmets with integrated lighting and diffusion for improved data quality.
- Utilized the Metahuman pipeline and custom Python tools to automate batch processing of capture data.
- Cleaned and refined both facial and full-body mocap data for high-quality rendering in Unreal Engine 5.

### 3D Technical Artist - Noitom International, Miami, FL

MAY 2022 – APR 2024

- Built and showcased motion capture and virtual production demo projects at major trade shows and events, traveling internationally to present real-time workflows and technology.
- Art directed the character creation pipeline for a real-time digital signage experience for *Princess Cruises Line*. Trained cruise ship staff and talent on technical setup and the real-time mocap workflow.
- Built expressive and dramatic blendshapes for 3D characters and rigged them for real-time motion capture demo projects.
- Collaborated directly with *LEGO* to develop a motion capture pipeline tailored for their internal 3D production workflows.

## SKILLS

- 3D Modeling & Sculpting
- Rigging & Blendshapes
- UV Unwrapping
- Shading & Texturing
- Motion Capture
- Virtual Production
- Rendering
- Lighting
- Adobe Creative Suite
- Axis Studio
- Marvelous Designer
- Autodesk Maya
- zBrush
- Substance Painter
- Unreal Engine
- Blender
- Nomad Sculpt

## EDUCATION

### Miami International University of Art & Design

*Bachelor of Fine Arts in Computer Animation*

JUL 2017 – DEC 2020

### Escuela Central de Artes Visuales

*High School Diploma in Graphic Design*

AUG 2014 – MAY 2017