

MERITXELL TORRA PLA

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SENIOR 3D CHARACTER ANIMATOR

Senior Character Animator with more than 13 years of experience in the mobile gaming industry, specializing in character animation, gameplay animation, live games and cross-functional collaboration within F2P environments. Extensive experience working across 3D, 2D and 2.5D animation pipelines for globally recognized mobile games.

Strong understanding of game integration workflows, animation systems and production processes within Unity-based environment, including UI animations.

More than 2 years of experience in other fields of animation such as the film, tv industry and advertising.

PROFESSIONAL EXPERIENCE

Socialpoint (Zynga / Take-Two Interactive)

Senior Character Animator

Barcelona | May 2014 – Present

Worked across multiple mobile gaming titles and R&D projects, contributing to character animation, gameplay systems, UI animation and in-engine implementation for both live and in-development games.

Two Dots | 2023 – Present

- Created 2.5D character animations, UI animations and environmental animations for live game content and feature development.
- Developed animations for Scavenger Hunts, Saga Maps, library systems and seasonal content.
- Worked closely with design and development teams to ensure smooth implementation and gameplay integration.
- Managed asset preparation and integration workflows using Unity and Photoshop.
- Supported optimization and iteration processes for live operations content.
- Creation of pipeline guides for implementation and animation.

Monster Legends | 2025 – Present

- Produced 2D character animations using Esoteric Spine.
- Created and adjusted character rigs to support scalable animation pipelines.
- Collaborated with multidisciplinary teams to ensure animation quality and consistency across the game.

Mayhem | 2024 – 2025

- Produced high-quality 3D character animations using Autodesk Maya.
- Implemented and tested animations directly in Unity to validate gameplay integration.

Match in Paris | 2021 – 2023

- Developed 3D character animations for gameplay and feature implementation.
- Integrated animation assets into Unity and optimized Animator transitions and state machines.
- Partnered closely with engineering and game teams to validate animation quality in-game.

Additional Socialpoint Projects

Contributed to multiple mobile game productions and R&D initiatives including:

- Dragon City 2
- Top Troops
- Rageball
- Dogs Home 2
- Social Empires 2
- Fantasy IP
- League of Dragons
- Dragon Land
- Dragon Stadium
- Champions Destiny
- Hero Legends
- Jurassic Hunter

Responsibilities across projects included:

- 3D and 2D character animation
- Rigging and skinning
- Unity implementation and Animator setup
- State machine optimization
- Gameplay animation polish
- Cross-functional collaboration with art, design and development teams

PixelMob ApS

Sénior 3D Character Animator

Barcelona | 2013

Papa, sóc una Zombie 2

- Produced high-quality 3D character animations using Autodesk Maya based on the storyboard.

Dédalo Studio

Sénior 3D Character Animator

Barcelona | 2011-2012

Worked across multiple tv advertising projects, contributing to character animation and adding creativity to the shots.

WBA Spot 05

Toyota Spot 03

WBA Spot 04

Toyota Spot 02

WBA Spot 03

WBA Spot 02

WBA Spot 01

Toyota Spot 01

- Produced high-quality 3D character animations using Autodesk 3DMax.

Digital Dreams Films (Barcelona)

Sénior 3D Character Animator

Barcelona | 2012

Dragon Hill, La Colina del Dragón

- Produced high-quality 3D character animations using Autodesk Maya based on the storyboard.