

Juan David
Piedrahita Rebellón

AI CREATIVE TECHNOLOGIST · TECHNICAL ARTIST · AUTOMATION

10+ years rigging and animating for games and film, now building with generative AI, Python tools and n8n automation. I move between art direction and engineering to ship things that work.



PORTFOLIO

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[juanpiedrahita.gumroad.com](#) [Cali, Colombia · open to Valencia \(ES\) or remote](#)

Generative AI
Avatars, video, image and 3D with custom LoRAs on local ComfyUI / Flux stacks.

3D & Tech Art
Rigging, animation, mocap (Vicon Vero 3) and Python tools for Maya.

Automation & Data
n8n agents, ads tracking and reporting pipelines on Supabase.

EXPERIENCE

Sept 2025 — Present
Remote

AI Content Creator & Automation
Mark McFarlane

- Virtual avatars, lip-sync video and image campaigns with custom LoRAs (Flux, SD, Qwen).
- Fully local model stacks (ComfyUI, Llama, Hunyuan3D) for speed and data privacy.
- n8n / Python automations for content operations and reporting.

ComfyUILoRAHunyuan3Dn8nPython

2026 — Present
Cali, CO · part-time

Performance Marketing & Data Automation
Grupo B2B Latam · Klean-Vet

- Run Meta and Google Ads for a pet-health brand.
- Built the lead-tracking pipeline: n8n joins ad data, Callbell (WhatsApp) and Supabase for attribution and automated reporting.

Meta AdsGoogle Adsn8nCallbellSupabase

2024 — Present
Independent

Maya Python Tools & Tutorials
PIEDRA.ART

- Rigging and skinning tools for Maya (Joint Divider & Utilities, Maya Icons Browser) and mocap packs sold on Gumroad.
- Video tutorials on 3D tools and AI pipelines on YouTube.

MayaPythonGumroadYouTube

Feb — Apr 2025

Producer / TD Mocap
BioMotion LAB

- 200+ mocap animations as AI training data on a Vicon Vero 3 system: on-set capture, Shogun solving, clean-up and delivery.

Jun — Oct 2024

3D Animator
10 FC (XF Agencia)

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

SKILLS

GENERATIVE AI

ComfyUIFlux

Stable DiffusionQwen

LoRA trainingHunyuan3D

KlingRunwayVeo

HeyGen

LLMS & AUTOMATION

ClaudeGPTLlama (local)

n8nMakePython

SupabaseCallbell

3D & PRODUCTION

MayaBlenderUnity

UnrealZBrushVicon Vero 3

ShogunRiggingMocap

After Effects

MARKETING

Meta AdsGoogle Ads

Tracking

LANGUAGES

Spanish · Native

English · Professional

EDUCATION

Interactive Media Designer
ICESI University · 2019–2020

3D Animation Technologist
SENA · 2013–2014

RECOGNITIONS

2024 · Best Videogame, *Narrar el Futuro* — Ponshot

2019 · Best Videogame, *Liga Indie* — Ponshot

2018 · Organizer, *Hoy es Diseño*

EXPERIENCE (CONT.)

- Sept — Nov 2023

3D Animator
Insert Coin Animation Studio
Character animation for the *CoComelon* franchise.
- Mar — May 2023

3D Technical Animator
Tunja York
Pipeline director and rigger for the music video *"Starfall"*; mocap clean-up.
- Sept 2022

3D Rigger / Animator
Sync Games
Game-ready rigs, animation and LODs for *Smash Monkeyus*.

FEATURED PROJECTS

Ponshot — on Steam2019 – present

2.5D indie party game built in Unity from concept to Steam page. Two awards; pitched to publishers at Brasília Game Hub.
store.steampowered.com/app/3793920

UnityGame designSteam

AI content pipeline2025 – present

Avatars, lip-sync video and image campaigns on custom LoRAs, with n8n running the content operation for Mark McFarlane.

LoRAComfyUIn8n

Maya Python tools2024 – present

Plug-and-play rigging and skinning tools sold on Gumroad, with video tutorials on YouTube.

MayaPythonPySide

Ads → Callbell → Supabase2026

n8n tracking system joining Meta/Google Ads with WhatsApp leads and a Supabase database for attribution and reporting.

n8nSupabaseAttribution

BioMotion mocap dataset2025

200+ Vicon takes engineered as training data for AI motion models; owned shoot-to-delivery pipeline.

Vicon Vero 3AI dataset

Starfall — music video2023

Pipeline direction and technical animation: rig systems, mocap clean-up and sim-ready takes for all characters.

RiggingPipeline

COURSES & PROGRAMS

- Jun 2025

Xsolla Accelerator — Indie Hero
Founder-level training in product, growth and gaming business (Brazil)
- Mar 2025

Intro to Vicon Shogun
HCG TECH (Carlos Vilchis) · interactive mocap course
- Oct 2024

Motion Capture for Film & Video Games
Specialized workshop
- Oct 2019

Rigging: Facial Articulation of a 3D Character
Domestika (Iker J. de los Mozos)

SPEAKER / PITCH

- **Oct 2025** · Ponshot pitch to publishers — Brasília Game Hub
- Ponshot pitch — Campus Party
- "How to create an indie videogame" — Gamer'sDay / ShinAnime
- **2017** · Student monitor, 3D animation & videogames club

HOW I WORK

- Rig a character in the morning, train a LoRA in the afternoon, ship an n8n agent before dinner.
- Private, local inference whenever data matters.
- Clean pipelines other people can use.

AVAILABILITY

- Open to AI / 3D / automation roles.
- Relocation to Valencia (Spain) or remote (UTC-5, overlap with EU hours).
- Spanish and English working environments.