



ABOUT ME

I'm a 3D animator and a VFX Artist because it allows me to create impossible worlds and characters to tell marvelous stories. I'm looking for a challenging opportunity to give the most of me while I improve and polish my skills. I would love to help you with your project!

EXPERIENCE

2021 HEXA3D - TEXTURE ARTIST.

UV Mapping and Texturing. 3D/AR content creation for leading retailers and brands.

2020 - 2021 REALIDAD VIRTUAL MX - TECHNICAL 3D ARTIST.

Rigging and Setup for VR characters using Maya and Unity.

EDUCATION

2021 - PRES. UNIVERSITY OF THE INCARNATE WORD.

MBA, Master of Business Administration.

2018 - 2021 UNIVERSITY OF THE INCARNATE WORD.

Bachelor Degree, 3D Animation and Visual Effects.

2020 - 2021 NEETWORK BUSINESS SCHOOL.

Training, Digital Marketing and Web Analytics.

2015 - 2018 SUPERIOR SCHOOL OF AUTOMOTIVE ENGINEERING.

Technical Degree, Automotive Electronics.

OUTSTANDING PROJECTS

2019 - 2021 I got involved in several international entrepreneur competitions such as TCU Values and Ventures Competition and UIW Startup Challenge. There I

presented in a foreign language, and I got awarded.

2019 I participated in a Leadership Development program presented by the United Nations Academic Impact

and MCN.

2017 I led the design and manufacture of a one-seater automotive vehicle for competition.



HARD SKILLS

Modeling Tracking Texturing Matchmoving Rigging Rotoscoping Animation FX Simulation Simulation Video Editing Lighting Compositing Rendering Color Grading

SOFT SKILLS

Teamwork
Leadership
Management
Communication
Problem-solving
Flexibility
Proactivity