

OBJECTIVE

I am a motion designer with an interest in interactive development and the possibility that exists in merging both disciplines. I am looking to work in a creative environment that allows me to not only use my current skill set, but also expand my knowledge in this areas.

EXPERIENCE HIGHLIGHTS

2007 - 2009
Freelance Interactive &
Graphic Designer

Nuby Love & Care Mexico
Baby Products

Role: Interactive catalogue, motion animation and Web design.

“El plato del Buen Comer” for the Ministry of Education in Mexico (SEP)

Role: Graphic Design

“Con los pies en el cielo” for Kenio Films

Role: Compositing.

2010 - 2011
Blitzoo Games
Vancouver, B.C.

Junior Game Developer Intern

2008 - 2009
Universidad Iberoamericana
Estado de Mexico

Graphic Designer and teacher assistant

EDUCATION

August 2009 - August 2010

Digital Design program
Vancouver Film School

August 2005 - June 2009

Bachelor Degree of Interactive Design
Universidad Iberoamericana Estado de Mexico

SKILLS

Software

Advanced

Photoshop, Illustrator, After Effects, Flash, InDesign, Cinema 4D, Dreamweaver, Premiere Pro.

Intermediate

Maya, Pro-Tools, Final Cut, PF Track, Dragon Stop Motion

Languages

Action Script 3.0, CSS, HTML

EXTRAS!

Analogue & Digital Photography course

Parson, The New School (New York) summer 2007

Part of the student counsel at Universidad Iberoamericana

We initiated and organized the first Interactive Design Week.

Recognitions

Student Award winner at Applied Arts Magazine 2010

Semifinalist at the Adobe Design Awards 2010

VFS Impact Award: Public Enlightenment 2010

One of my video projects was screened at the Great Wall of Oakland, California in 2010

My information design project was blogged by Michael Geist, one of the top Canadian Commentators.

Winner of Best Portfolio, Best Interactive Porject, and Best Team Project at Vancouver Film School.

Hobbies

Dancing, reading, collecting stuff, pilates and going to as many concerts as possible!