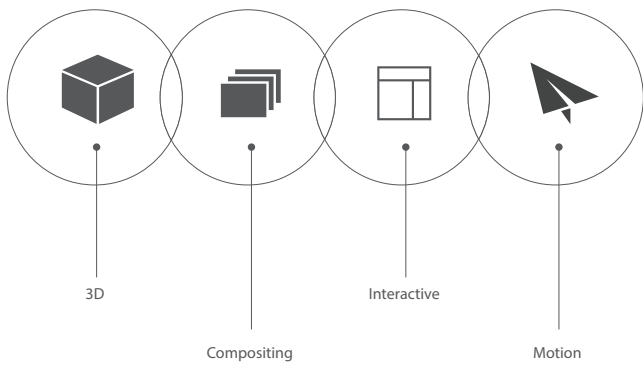


PERSONAL STATEMENT

I am a Team Lead and Senior level designer currently based in Houston Texas. I love to learn new things and create beautiful work. Lately I have been focusing mostly on visual effects, compositing, and interactive projects. Unreal Engine and virtual reality is an exciting area I have been looking for some opportunities to challenge myself.

Before advertising I worked in architecture for 8 years doing interior walkthroughs, interactive floorplans, and exterior renders and compositing. I love working with people, and have no issue jumping into new workflows and pipelines.

MY SPECIALITIES



EDUCATION

- 2013 Cinematography. FX PhD
- 2009 Compositing and Animation Gnomon School of Visual Effects
- From 2002 to 2006 BA Communication (Focus on Cinematography, Minor in Technology) School of Communication, University of Houston.
- From 2000 to 2002 Architecture. Gerald Hines, University of Houston.

WORK EXPERIENCE

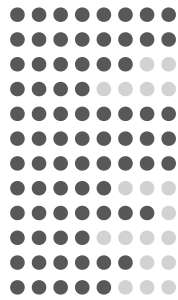
12 From 2008 to 2020 Lead Designer Aniden

8 From 2001 to 2008 Architectural Visualization David Suplee Architecture

DESIGN SKILLS

Skills

- Adobe Photoshop
- Adobe Illustrator
- Adobe Indesign
- Adobe Dreamweaver
- Adobe After Effects
- Element 3D
- Adobe Premiere
- Maya
- Keyshot
- HTML5 & CSS
- 3ds Max
- Cinema 4D



Qualities

- Cinematography.
- Good sense for typography.
- Color theory knowledge.
- Image editing.
- Problem solver.
- Solutions expert.
- Team player.

RECOGNITIONS



Houston Addy Award
Gold medal in 17 categories
with Aniden 6 years in a row



Houston Addy Award
Best in Show Interactive
UI Design for Guggenheim's YouTube Play Exhibition

HOBBIES & INTERESTS

