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Professional Summary:

Experienced with the creation of content for broadcast TV, from conceptualization and storyboarding to fully rendered 3d product. familiar with both traditional and digital media. Native english speaker.

Skills:

3d Studio Max, emphasis on modelling
Photoshop CS
Painter IX
Combustion
Aftereffects
Premiere
CorelDraw

Some experience with

Softimage XSI
Maya

Work Experience:

Anima S.A, Bogota, Colombia 1993-1994
Intern position, responsible for character design and animation for 16mm 2d film "El Circo".

Zona Gráfica: Bogota, Colombia 1994-1996
Responsible for illustration/design duties for print media.

Animax S.A Bogota, Colombia 1996-1998
Interface Designer/Illustrator for educational videogame products.

Video Virtual S.A 1998-2000
Animator various spots for the "Señal Colombia" Government channel ID

Canal RCN Bogota, Colombia 2001-2004
Head of 3d, In-House Agency. Responsible for creating and integrating 3d product with the rest of the promotional pipeline for a major Colombian TV network.

Patofeo Films Bogota, Colombia 2004-2005
Animator for TV commercials

Crear TV Bogota, Colombia 2005-2006

Animator, concept/storyboard artist for TV commercials

DigitzFilm Bogota, Colombia 2006-2007

3d/concept artist

Efe-x Bogota, Colombia (Currently)

3d artist for TV commercials

Others:

"Hidden Mythologies"

Large format Acrylic paintings exposition, Galeria "El Molino", Bogota

"Tostadora de Cerebros" Comics magazine, 4 issues edited and published .

Collaboration on "Orion`s Arm" worldbuilding site.