

OBJECTIVE

My objective is to be part of an artistic and creative film or video game production team.
I am currently looking for work experience in the field, aiming to learn from other professionals to enhance my skills.
Nevertheless, all my personal and commissioned projects have revolved around one core skill: storytelling.

EXPERIENCE

Dos de Ases (Mexico City)

December 2023 - Currently

Creative assistant

In charge to design singles artwork, brand and image direction for indie band “Dos de Ases”

Freelance artist

2019 - Currently

Private commissions including concept art, brand design, merch design, architectural visualizations, cover artwork and character design.

EDUCATION

Bachelor of Architecture (2021-Currently)

Facultad de Arquitectura UNAM (Mexico City, Mexico)

Certificated Courses

- Introduction to Game Design
- World Design for Video Games
- Story and Narrative Development for Video Games
- Cameras, Exposure, and Photography
- Market Research and Consumer Behavior

LANGUAGES

Spanish (Native), English (Professional level), French (Basic Level)

SOFTWARES

Photoshop, After Effects, Adobe Illustrator,
Adobe Lightroom, Sketch Up, Blender, Clip
Studio Paint, AutoCAD, Paint Tool Sai

RenderWorks/VectorWork
Microsoft Suite