



PROFESSIONAL SUMMARY

VFX Compositor & VFX Supervisor with over **11 years of experience** delivering high-end visual effects for commercials and branded content. Specialized in advanced compositing and 3D integration, with a keen eye for photorealism and cinematic storytelling. Passionate about implementing cutting edge technologies, including AI driven tools, to enhance efficiency, realism, and creative impact throughout the production workflow. Experienced in creative leadership, including team management, project supervision, and visual direction, ensuring high quality results across every stage of production.

WORK EXPERIENCE

SWIFT RESPONSE, WESTON, FL

- **VFX Artist / VFX Supervisor.** August 2017-Current
Lead VFX Supervisor and Lead Compositor responsible for end-to-end VFX production, including previsualization, animatics, look development, set design, and on set supervision. Lead and coordinate teams of 3D artists, FX/simulation artists, lighting artists, and compositors, ensuring seamless execution from concept through final delivery.

OLYMPUSAT, WEST PALM BEACH, FL

- **Motion Graphic Designer and VFX artist.** January 2014 – July 2017.
Lead Motion Graphics Designer overseeing the design and development of branding packages for over 15 broadcast television channels. Created channel IDs, bumpers, lower thirds, program identity across all platforms.
- **Film Restoration Artist.** January 2012- April 2014.
Lead Film Restoration Artist overseeing the digital restoration of classic films spanning five decades. Designed and led a training program for 45 restoration specialists in Mexico City, establishing workflows and quality standards for the preservation and restoration of Golden Age motion pictures.

FREELANCER, BRISBANE, AUSTRALIA

- **Motion Graphics Designer.** January 2009- December 2010.
Freelance Motion Graphics Designer collaborating with production companies, advertising agencies, and media organizations to develop motion graphics, animated content, title sequences, promotional materials, and brand-driven visual storytelling for broadcast and digital platforms.
- **Industrial Designer.** June 2006- December 2008.
Industrial Designer responsible for designing custom furniture and interior elements for hospitality environments. Collaborated with clients, architects, and manufacturers to develop tailored solutions from concept and technical drawings through production and installation.

SOFTWARE AND TOOLS

- Nuke, Blender, Maya, Cinema4D, Redshift, Octane, After effects, Weavy Ai, Higgsfield Ai, Claude.

EDUCATION

Master of Arts in Visual Effects, Savannah College of Art and Design (SCAD). March 2022 -In Progress

- Pursuing an M.A. in Visual Effects, with a specialization in advanced compositing, 3D workflows, look development, and CG integration.

Leadership Boot camp, People Management (FAU) May 2026

- Intensive leadership training program centered on modern leadership principles, team development, communication, decision-making, and personal growth as an effective leader.

Autodesk Certification as 3D Expert. (Bogota) July 2010

- Modeling, Rendering & Illumination expert.

Bachelor's degree in industrial design, Jorge Tadeo Lozano (Bogota Colombia) January 2001-December 2005

- Bachelor of Industrial Design with a strong foundation in product design, furniture design, spatial environments, and 3D modeling, emphasizing creativity, functionality, and manufacturing processes.