



I am a Graphic Design Engineer with a strong passion for the creation of visually compelling solutions brimming with energy and personality.

An effort to fully immerse myself in the context and needs of a project is the main goal of my work methodology, always striving to create a functional and cohesive solution for the target users.

A strong personality and unique energy are defining factors for the style of my projects, setting apart my work.

### **EDUCATION**

B.S. in Digital Graphic Design Engineering (2021 - 2025) Centro de Enseñanza Técnica y Superior, Mexicali Campus.

#### **EXPERIENCE**

Video Production and Motion Graphics Assistant for Pulsar Media House

November 2024 - Present

Former intern and current part-time employee for the studio's video department. Responsibilities include the post-production of video projects for advertising, stadium screens, staff training and music videos for the artists of Pulsar Music.

# Sub-Coordinator of the Image Department for the RENDER 2024 Design Congress

January 2024 - April 2024

RENDER is a congress focused on topics related to Digital Graphic Design. Under the supervision of Sofía Celaya responsibilities and tasks consisted of staff coordination, contributions to print and digital design, as well as editing of audiovisual content.

#### Co-Coordinator of the Image Department for the Engineering Congress Trascendencias 2023 February 2023 - November 2023

Served as Head of the Image Department for CETYS University's leading engineering congress. Leader of the creative direction and development of brand guidelines for the design team. Additional responsibilities included producing printed, digital, and multimedia materials for event promotion and communication.

## **SKILLS**

#### **Focus Areas**

- Illustration
- Logotype Design
- Video Editing
- Motion Graphics
- Typography

Background as a traditional artist in painting and woodblock printing.

Eager to learn and adaptable to user

Committed to delivering human-centered design solutions.

# **ENGLISH PROFICIENCY**











## **SOFTWARE**











Photoshop/Illustrator











After Effects/Premiere Pro











Maya/Blender