ALEJANDRA BERRUETA ENKERLIN

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3D MOTION GRAPHICS DESIGNER, ANIMATOR AND STORYTELLER

CONTACT INFORMATION : :

+1 (407) 435-2779 +52 (55) 1070-8702

ale.berrueta.art@gmail.com

https://www.aleberrueta.com

Orlando, Florida - Mexico City, Mexico

EDUCATION

Full Sail University

Bachelor of Science in Digital Arts and Design 2020 - 2022. Orlando, Florida. Final GPA: 3.99 - Valedictorian.

Instituto Educativo Olinca

High School Diploma. 2017 - 2020 Mexico City, Mexico. **Softwares:** Adobe Illustrator. Adobe Photoshop, Adobe Premiere Pro, Adobe After Effects, Adobe Audition, Adobe InDesign, Adobe Lightroom, Cinema 4D, Insydium, Redshift, Procreate, Microsoft Office. Mac / PC.

Skills: Vector Artist, Vector Animator, 3D Animator, 3D Modeling, Particles Animator, Sketching, Video Editing, Fine Arts, Digital Painting, Logo Design, Brand Identity Design, Projection Mapping, Audio Editing, Compositining.

Soft Skills: Creativity, Problem Solving, Adaptability, TeamWork, Leadership.

- Spanish First LanguageGerman Intermediate Level
- English Bilingual
- French Basic Level

EXPERIENCE

3D Animator Digital Brew; Orlando, Fl. October 2022 - Present

- Designed a 3D animations with particles animation using the plugin X-Particles and Redshift in Cinema 4D.
- Modeled and animated videos for clients such as Cisco, Juniper and others.
- Brainstormed and planned 3D animated videos for clients such as InCrowd, Juniper and others.

Internship Digital Brew; Orlando, Fl. July 2022 - September 2022

- Designed a 3D animations with particles animation using the plugin X-Particles in Cinema 4D.
- Designed, modeled and animated a furry character in Cinema 4D and Redshift, creating a realistic hair movem
- Modeled and animated different realistic scenes for customers, such as an EV battery thermal and a refrigerator.

Freelance Design & Personal Design Research; Orlando, FL - 2021 to Present.

- Created videos and animations inspired by Bang Energy, T Mobile, and other made-up brands.
- Designed 3D models with particles animation using the plugin X-Particles in Cinema 4D.
- Used Redshift to create realistic textures in water, metal, plastic, concrete and glowing objects, also well-versed in Adobe After Effects.
- Followed tutorials while implementing design tweaks and workflow processes.

Aquai; San Diego, Califorina. March 2022 to April 2022

- Created a 10-second realistic animation of the Aquai Logo
- Designed the 3D model of the logo with particles animation using the plugin X-Particles in Cinema 4D.
- Designed a 3D water animation with particles animation using the plugin X-Particles in Cinema 4D.
- Used Redshift to create realistic textures in water, metal, plastic, concrete and glowing objects, also well-versed in Adobe After Effects.

Dozapet; Mexico City, Mexico. April 2021

- Designed ads for the website and Instagram posts.
- Used Adobe Illustrator and Photoshop to create illustrations and backgrounds for the website.