

ALEJANDRA BERRUETA ENKERLIN

3D MOTION GRAPHICS DESIGNER,
ANIMATOR AND STORYTELLER

CONTACT INFO

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🌐 www.aleberrueta.com

EDUCATION

Full Sail University

Bachelor of Science in Digital Arts and Design
2020 - 2022. Orlando, Florida.
GPS: 103 GPA: 3.99

HONORS AND AWARDS

Full Sail University - 2022

Valedictorian

The Telly Award - 2024

Bronze Winner: 3D Animation - Promotional
Video

SKILLS

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, Compositing.

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

LANGUAGES

Spanish - First Language

English - Bilingual

German - Intermediate Level

French - Basic Level

EXPERIENCE

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

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

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

- Designed a 3D animations with particles animation using the pluginX-Particles in Cinema4D.
- Designed, modeled and animated a furry character Cinema 4D and Redshift, creating a realistic hair movement.
- Modeled and animated different realistic scenes for customers, such as an EV batterythermal and a refrigerator.

Freelance Design & PersonalDesign Research; 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, California. 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 pluginX-Particles in Cinema4D.
- 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.