

# Jorge Vásquez Pérez



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## Skills

3d, compositing, animation,  
design, vr/ar.



## Programs

blender, cinema 4d, maya, after  
effects, adobe creative suite, unity.



## Scripting/Coding

python, bash, c#, javascript,  
adobe extendscript



## Languages

english/spanish/french

3d Generalist / Motion Graphics Artist with 10+ years of experience in the Broadcast and Advertisement industries. A nimble problem-solver, always ready to collaborate with directors, creatives, and other project managers to find the most effective way to bring projects to fruition.



## EXPERIENCE

### MakinÉ Studios

Designer/Animator [ 2008 – Present ]

Lead in-house artist responsible, in close collaboration with the editorial team for the development and final execution of motion graphics pieces, visual effects shots and graphic packages for a variety tv commercial post-production and broadcast needs for clients such as **Disney Channel & Disney Jr, Toyota, Lexus, T-Mobile, Sprint & Nestlé.**

### Freelance Artist

[ 2004 – 2008 ]

Freelance artist catering to a variety of commercial clients in advertising, broadcast and multimedia, such as **Sony Entertainment Television, History Channel, Pampers & Televen.**

### The Brand Lab

Designer / Programmer [ 2002 – 2004 ]

Responsible for the development and final execution of multimedia and interactive projects for clients in art, edutainment, and commercial sectors.



## EDUCATION

### PRODiseño

BFA Graphic Design & Visual Communication

[ 1998 – 2003 ]



## COURSES

### IHMAN 3D School

Game Programming with Unity (2016)

**California Institute of The Arts** (Coursera.org)

Introduction to Programming  
for Musicians and Digital Artists (2014)

**University of Illinois at Urbana-Champaign**

(Coursera.org)

Creative, Serious and Playful Science of Android Apps (2014)

**Rice University** (Coursera.org)

An Introduction to Interactive Programming in Python (2013)

### IHMAN 3D School

Environment and Set Modeling with Blender (2013)

### IHMAN 3D School

Character Modeling and Rigging with Blender (2013)