

brenmárquez-georgge

➤ brenmgeorgge.com
✉ bnmgeorgge@gmail.com
SMS WhatsApp: +1 778-861-7709
PR Status: Canadian PR

WORK EXPERIENCE

CGI Artist (freelance artist - remote)

Establish and manage a 3D model, texture, light and environments, motion graphic, media production business that aims to assist companies in brand development. Recent projects include:

Senior Motion Graphic Designer | IOM - UN Migration, Geneva, Switzerland | 2023 - Present

- Responsible for producing animated videos to support the Takeda project visibility efforts.
- An animated promotional videos using Adobe Creative tools.

3D Artist | Geneva, Switzerland | 2019 - 2022

- Designed 3D character, props, using PBR materials to create "Sardines" NFTs.

Environment & CGI Artist | Perspectiv, Vancouver, Canada | 2018

- Optimized environment art assets for performance. High poly multifunctional furniture model.
- Implemented new techniques for environment, such as photogrammetry and procedural generation.

3D Generalist & Motion Graphic | pushr, Vancouver, Canada | 2018

- An animated presentation video aimed at showcasing the new Livescribe smartpen's.
- Developed 3D video graphics and layouts for the product brand style.

Senior Graphic Designer | Consejo Consultivo del Agua, Non-governmental Organization, Mexico | 2017

- Design and layout of Consejo Consultivo del Agua on water and plastic waste, covering 50 infographics.

3D Generalist | SEDEMA Gobierno de la CDMX | 2016

- Modelled low poly buildings, vehicles, and props; UV layout, textures and PBR materials settings.
- Utilized Autodesk and Adobe CC tools to create motion graphic animations for video productions.

Editorial Designer & 3D Artist | SMA Gobierno de la CDMX | 2014

- Editorial layout design, composition, 3D graphics, photo editing a 96-page info-book to showcase achievements of environmental policies in Mexico City.

Senior Graphic Designer | Cien Sustentable SC, Mexico | 2012 - 2014

Participated in all facets of graphics and editorial design for Environmental Law and Sustainable Development's project completion from start to finish, ensuring that everything was finished in a timely manner. Created logo, business card, trifold, and illustrations for the company brandstyle.

Motion Graphic | POP Media Technology, Mexico | 2007 - 2010

Produced 3D/2D motion graphics for multiple digital signalling through display screens and websites, ensuring that all requirements and goals were fully met.

Creativity & 2D Animation | Gafa Films, Mexico | 2006

Creation of 2D animation banners for IBERO University website.

EDUCATION

🎮 3D Modelling for Animation and Games | LaSalle College Vancouver, Canada | 2018

(Diploma, LCI Education Network Selection Award)

🎮 Game Art & Design | Vancouver Institute of Media Arts, Canada | 2013

(Diploma with Honours)

🎓 Graphic Design Degree | Universidad Nuevo Mundo, Mexico | 2006

(Certified in Digital Video Post-Production)

SOFTWARE

(🔧 advanced 📌 intermediate 📄 basic)

- 🔧 Autodesk Maya
- 🔧 Adobe Substance 3D
- 🔧 Foundry MARI
- 🔧 Pixologic ZBrush
- 🔧 Autodesk Mudbox
- 📄 Foundry Katana
- 🔧 Pixar RenderMan
- 📌 Chaos Group V-Ray
- 📌 Unreal Engine
- 🔧 Adobe Photoshop
- 📌 3D Coat
- 🔧 Adobe Illustrator
- 🔧 Adobe After Effects
- 🔧 Adobe Premier
- 📌 Trimble SketchUp
- 🔧 DaVinci Resolve

SKILLS

- 3D Modelling
- Character Design/props
- Environment / Architectural
- Hard Surface vehicles/props
- High Poly Sculpting
- Low Poly Modelling
- UV layout
- Photo-realistic Textures
- Groom / Hair / Cloth
- Concept Art
- Lighting
- Rigging
- Attention to Detail
- Motion Visual Design
- Python, Mel, Bash
- Ability to adapt to change and able to take directions
- Team player and self-driven
- Game Design and Art
- 3D Computer Graphics

HOBBIES

- 🎮 Getting lost in a good video game
- 👾 Enjoyment of the horror/Sci-Fi genre
- ✈️ Exploring distant lands
- 📷 Capturing moments