



**Rafael Jimenez**  
CG & Motion Designer



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## Experience

SapientNitro

### Senior CG & Motion Designer

2009- Present

Worked on big brands on a various of projects. Ranging from product renderings, game app development, full 3D animated features as well as motion graphic videos. I also helped with technical questions, research and development of new technology and how it could help our clients. I learned how to work within a large establishment with global outreach, as well as our local office and to fit into the role that was needed to help the flow and chemistry of our team.

Gamut Creative

### CG & Motion Direction

2013- Present

Responsible to bring clients' vision to reality using a various of techniques. Having an art direction role and creating style frames, mood boards, storyboards before executing the production process. I have also learned to work strictly remotely with for a studio on high production work.

Miami Ad School

### Instructor

2011- 2014

Taught a motion graphics course to bachelor and master students. Implemented a curriculum that successfully taught motion graphics to graphic artists. Generated a fun and informative class to keep students interested and focused.

Freelance

### CG & Motion Designer/ Director

2008- Present

Live Nation - USA  
Elastic People - Miami, FL  
RocketDog - New York, NY  
Randommotion - Miami, FL  
Opium Group - Miami FL  
Lava Studios - Miami, FL  
Gamut Creative - Miami, FL

## About Me...

Having grown up in Miami, FL with a visual arts and design background with an ambition to pursue and further my craft, decided to attend art school at: "Miami International of Art and Design." Graduating amongst the top of my class with a Bachelor in Computer Application (BCA) which soon after granted me a position at SapientNitro as a 3D/Motion Designer | Interactive Senior Associate, where I have been for 8 years strong.

During my time at Sapient, and as an independent freelancer I have had the opportunity to work on some very prestigious clients such as Chrysler, Fiat, Adobe, Footlocker, Powerade, Fugoo, Coca Cola, Dolby, Travelers, The Rock and Roll Hall of Fame, just to name a few. I've also helped research and develop new marketing tools for an ever advancing technological digital age. Some of my main expertise lies in 3D modeling, lighting, rendering, motion design, 3D technical direction, and compositing.

My goal is to one day soon, creatively direct a team to produce the type of high quality work I am so proud of having been able to be a part of throughout the years.

## Education

BCA

2002- 2006

Miami International University  
Of Art and Design - Miami, FL.

## Professional Skills

3D modeling

Digital Painting

Compositing

Art Direction/ Design

Technical Direction

3D Rendering

Animation

Editing

Video Game Asset Creation

Motion Graphics

Visual Effects

Projection Mapping

## Awards

Gold ADDY® AWARD

2010

The special effects, Internet category.

## Hobbies

- Concerts
- Photography
- Swimming
- Play Tennis
- Wire wrapping
- Movie Watching
- Traveling
- Painting
- Reading books
- Politics
- Camping
- Hiking

## Technical Skills

Maya

After Effects

3D Sudio Max

Photoshop

Illustrator

Premier

Keyshot

Audition

Unity