

FRANCISCO MARTÍNEZ WEIL. INTERACTIVE DESIGNER.

CREATING OUT OF NOTHING.

Personal Information.

Name:

Francisco Martínez Weil

Date and place of birth:

November 11th, 1987. Mexico City

Marital Status:

Single

Address:

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53.93.22.62

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Academic Aspirations.

Savannah College of Art and Design, Ringling College of Art and Design.

Professional Aspirations.

High End 3D Modeling and Animation. High End Interactive Design and Game Development.

Skills.

I'm an enthusiastic, quick learner. In every project I work, I do my best. I can organize myself quickly as well as I can work as a member in a team, either as a leader or not. I'm very flexible with my tools and skills, I'm used to search for the best combination of methodology and software before beginning to work. Until now this has led me to be able to come up with a viable solution for any problem I face.

Professional Experience.

June 2007-November 2007.

Museo Interactivo de Economía (MIDE); Economics Interactive Museum. México.

I worked out small 2D animations that were used as visual aid for presentations.

Education:

2006-Present

B.A. Interactive Design.

Universidad Iberoamericana, México, DF. MEXICO.

ToolBox:

Adobe Flash CS3, Photoshop CS3, Illustrator CS3, Dreamweaver CS3. Swift 3D, Bryce 6.0, Strata 3D CX5, Macromedia Fireworks 8, Imovie, Final Cut Pro, DVD Studio Pro.

Programming Languages:

Basics in Java, Intermediate JavaScript and PHP, Advanced ActionScript 2.0 and HTML.

Currently Learning:

Autodesk Maya and Blender.

Languages:

Fluent Spanish and Fluent English.

RESIST.EXIST.IMAGINE.CREATE.SURVIVE