

Alexandra Ortiz

VFX Artist, Motion Designer
3D Artist, Compositor

About Me

Recent Graduate of the CG Spectrum program in Houdini and Nuke FX. Motion Graphics Artist with 2+ years of professional experience looking for collaborative work with a focus on VFX and 3D animation.

3D Skills

Houdini, Nuke, Maya, Cinema 4D, Rhino 5, Redshift, Octane Render, Insydium X-Particles, DAZ 3D, Marvelous Designer

Other Skills

VEX, Python, Nuke Script, Mograph Animation, After Effects, Premiere, Illustrator, Photoshop, Indesign, RubberHose 2, Red Giant: Universe, Trapcode, Magic Bullet, Effects Suite, Twixtor, Windows, MacOS, and Microsoft Office Suite

Education

Animation Bachelor of Fine Arts | 2018

Maryland Institute College of Art (MICA)
Baltimore, MD
GPA: 3.56

Houdini FX Diploma | 2020

CG Spectrum
Online Certification

Nuke Compositing Diploma | 2020

CG Spectrum
Online Certification

Awards

MICA | 2018

Senior Thesis 3D Short selected to represent Animation Department in Class of 2018 commencement exhibition

Congressional Recognition | 2014

from Congressman Raúl Grijalva, U.S. House of Representatives, Arizona 3rd District, for dedicating five years to the Arizona Sonora Desert Museum mission of inspiring people to live in harmony with the natural world by fostering love, appreciation and understanding of the Desert

Contact

sazeao.com
alexortizdesign@gmail.com
IG: @sazeao

Job Experience

Motion Designer at TB&C | 2018 - 2020

Worked at a fast-paced advertising agency, specializing in Cinema 4D, After Effects, Illustrator, Photoshop and Premiere. I focus on motion graphic work for McCormick, ZIPS, MileOne, Gilchrist, AAAS, Symth and more with my team and the creative director

Freelancer | 2017 - Current

Worked on various projects with smaller clients to create content that fits their needs whether it's explainer videos or short social media spots.

Freelance Compositor at TB&C | 2018

Worked at a fast-paced advertising agency, specializing in After Effects and Premiere. I focused on sourcing footage and combining videos for projection mapping on the walls of McCormick's New Headquarter's with my team and the creative director

Freelance 3D Animator at 15/4 | 2018

Freelanced at a fast-paced digital studio, specializing in Octane and Cinema4D. I focused on texturing, lighting and animating commercial work for Ciena with my team and the creative director

Relevant Experience

Animation Intern at Fifteen Four | 2018

Interned at a local Baltimore digital studio in team environment assisting with various projects from concept to finish on commercial work, social media snippets, and detailing work. Work primarily was created in Maya, Cinema 4D, Illustrator and After Effects