

## Summary

Graduated from the career of Integral Design PUC (2022). With a focus on integrative work and use of various tools that are suitable for the creation of new projects, with special interest in the graphic area and corporate identity aimed at communications and branding projects. Great interest in innovation, proactive, efficient, with good communication skills and teamwork, high level of responsibility and commitment.

## Professional Experience

2023

**Coaniquem BCF & Coaniquem's "Colecta 2023"**  
April 2023 – May 2023  
Graphic designer

- Graphic content for Coaniquem BCF's social media.
- Graphic design for the "Colecta 2023" campaign.

**Anónimo Estudio SPA, Design Studio**  
April 2023 – May 2023  
Graphic designer

- Graphic design for Tecnogruas company.
- Brochure and business cards for Expomin 2023.

2022

**Coaniquem's "Colecta 2022" campaign**  
April 2022 – July 2022  
Graphic and web designer

- Graphic content for social media in order to enhance the campaign
- Graphic content for the institution's official web page.
- Stands design according to each different institution involved.
- Advertising design for Santiago's Metro.

**Coaniquem BCF, United States (remote)**  
February 2022 – April 2022  
Graphic designer, audiovisual editor and motion graphics

- Graphic and infographic design for Coaniquem BCF.

**AmazonSmile x Coaniquem BCF**  
February 2022 – April 2022  
Graphic designer, audiovisual editor and motion graphics

- Graphic and audiovisual design (editing and animation).
- Translations.

2021

**Coaniquem x Sellosinusoide Studio**  
November 2021 – December 2021  
Audiovisual editor and motion graphics

- Audiovisual design for the Sellosinusoide Music Festival.

**Piano & Piano, Design Studio**  
January 2021 – April 2021  
Graphic designer, audiovisual editor and motion graphics

- Animations and audiovisual design in multiple formats.
- Graphic and infographic design.

**Medical School, Finis Terrae**  
February 2021 – March 2021  
Graphic and publishing designer

- Graphic design for a collection of workshops.

2020

**Project "Yo Pongo la Cara", PUC x Decathlon**  
April 2020 – June 2020  
Graphic and audiovisual designer, 3D animator.

- Direction and production of audiovisual recordings.
- Edition and animation of audiovisual material.
- Graphic and infographic design.
- 3D modeling and blender.

## Degree



**Integral Design Degree**  
Pontificia Universidad Católica de Chile

- March 2017 – November 2022

## Education

**Andree English School, Santiago, Chile**  
Elementary and middle school education

- 2003 – 2016
- English Exchange Program with Stanford University (2015)

**Colegio Ibaigane, Bilbao, País Vasco, España**  
Pre-school education

## Language Skills

### Spanish

- Native language

### English

- Fluent English
- TOEFL
- Cambridge ESOL Level 1 Certificate with Distinction

## Computer Skills

- MS Word, Excel and advanced PowerPoint
- Advanced Adobe Illustrator
- Adobe Premiere Pro
- Adobe Photoshop
- Autodesk Fusion 360

## Other interests

- Currently self-studying UI/UX design
- Drawing and digital illustration
- Oil and acrylic painting
- Photography
- Pilates
- Jogging
- Amateur radio license

## PUC Assistantships

- 2021-2 | Computer Graphics Workshop, Faculty of Communications