

## 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"

May 2023 - Present

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 Sellosunusoide 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