



# ALEJANDRA BRAVO

## ENGINEERING IN DIGITAL ENTERTAINMENT



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## LANGUAGES

SPANISH



ENGLISH



## CERTIFICATES

VFS DIGITAL DESIGN WORKSHOP

3D CHARACTER MODELING IN  
BLENDER - CREHANA

WORKSHOP CONCEPT ART - WACOM

## PROFILE

Organized, cheerful, and very dedicated to my work. I am passionate about 3D character and props design, modeling, texturing and videogames

## EDUCATION

### HIGH SCHOOL- GIMNASIO CANTABRIA

11/2012 La Estrella- Colombia

### UNIVERSIDAD PONTIFICIA BOLIVARIANA

04/2018 - Professional in Engineering in Digital Entertainment

## EXPERIENCE

12/2016 - 04/2017

### 3D&2D ARTIST - VITA ESTUDIOS DE ANIMACIÓN

2D and 3D Animation with emphasis on advertising and short films

08/2017 - 01/2018

### 3D ARTIST- WISE IN MEDIA

3D generalist with emphasis on videogames

02/2018 - 12/2018

### 3D&2D ANIMATION ARTIST - UNIVERSIDAD EAFIT

2D and 3D animation with emphasis on multimedia and advertising.

02/2019 - CURRENT

### PROFESSOR- UPB

Professor in Engineering in Digital Entertainment

03/2019 - CURRENT

### 3D ARTIST - DREAM HOUSE STUDIOS

3D Artist in virtual reality and videogames projects.

## SOFTWARE SKILLS:

