

Karla Mercado

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karlamercado.com

Education

Vancouver Institute of Media Arts 2020 - 2021
Web Development and Interactive Design

I learned to code by working on our own projects. Using the latest technologies and industry standards.

Pixel Perfect 2019
Rotoscoping for Visual Effects

I learned Rotoscoping, Camera Mapping, 3D tracking, Roto Painting, and the basics of Green Screen in Nuke.

Tecnológico de Monterrey 2014 -2018
Bachelor in Animation Digital Art and Media

I learned cinematography, art design, drawing, animation, 3D modeling, storytelling and business focused on teamwork, leadership, and innovation.

Experience

Fuse People and Technology. 2019 - 2021
*Design, modeling, texturing, and layout of 3D assets for games and VR experiences.
storyboard artist and designer for websites.*

Tec Review. 2017
Content designer for social media, business presentations, and newsletters.

Asurela. 2017
3D modeling, UV mapping, and texturing of assets for VR architecture.

Skills

Coding
html, css, php, javascript,
sass, jquery, mysql, github.

Design
Adobe creative suite, Figma

3D Art
Maya, Blender, Unreal

Visual Effects
Nuke, After effects

Animation
Sketching, storyboard, toon
boom, photoshop

Languages

Spanish Native
English
Toefl IBT 96
Toefl ITP 563

Volunteer

MARCO Museum of Contemporary Art. 2016
Museum guide

Museum Tours directed at people with disabilities and the elderly.

EnseñArte. 2015 - 2016
Art teacher volunteer

Elementary school art teacher focused on the creation of innovative and fun activities so children can learn by having fun.