Lawrence Soberanis

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Objective

A technological internship in the graphics industry where I can design and develop media systems for animation or video games.

Education

Texas A&M College Station, TX / EXPECTED GRADUATION MAY 2024 / Interdisciplinary Engineering, Specialization in Computer Graphics & Animation / Minor in Game Design & Development and Art

Vandegrift High School Austin, TX / GRADUATED MAY 2020

Experience

Veracruz Cattle Association / Structural Modeling Engineer SEPTEMBER 2021 - JANUARY 2022, CERRO AZUL, VERACRUZ, MEXICO

- Assisted Cattle Owners with designing and visualizing the structural buildings to hold cattle.
- Designed 3D models using SolidWorks based on scalar dimensions and precisions.
- Worked with construction engineers to direct the implementation of the structure.

Austin Climate Coalition / Website designer and Social Media Manager JUNE 2019 - JANUARY 2021, AUSTIN

- Created and maintained a responsive website for the organization.
 - o https://www.austinclimatecoalition.org
- Created publicity and social media presence to promote the 2019 Climate Strike across the city of Austin, Texas. Grew a social media presence front from the ground up.
- Responsible for social media management of digital campaigns and mobilization.

IDEA / Public Relations, Founding Member SEPTEMBER 2021 - PRESENT, COLLEGE STATION

- Developed and created the iconic branding, logo, website, and social media to distinguish itself.
- Mentoring freshmen through the ETAM process, helping them develop & discover different degree plans under Interdisciplinary Engineering.

Certifications:

- Certified in Adobe Photoshop & Illustrator.
- Certified in 3D Printing & Additive Manufacturing.
- Certified in HTML5 and CSS,
 Web/Multimedia Management &
 Webmaster.
- Certified in Bootstrap 4, Mobile & Web Development.

Skills:

- Skilled in Graphic Design, 2D Animation using Adobe Products.
- Experienced in Autodesk and SolidWorks.
- Able to create and export high-quality graphics in multiple file formats.
- Familiar with debugging and browser testing.

Languages:

• C++, Python, Java, HTML5, CSS3, JavaScript, Scheme, & BootStrap 4.

Tools:

• Eclipse, Visual Studio Code, Visual Studio, Github, Adobe, Krita, Blender, Office, Linux, Ubuntu,

Related Courses: Data Structures and Algorithms, Introduction to Programming Design and Concepts, Engineering Computation, Geometrical Design for Mechanical Design, Visualization Techniques

Courses in Progress: Computer Graphics, Interactive Virtual Environments, Design for the Web, Digital Painting