

MANUEL HERNÁNDEZ MOTA

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Portfolio: mhdzmota.com

VFX GENERALIST / PHOTOGRAPHER

Visual Effects Generalist with experience in various production and post-production techniques and technologies, including motion capture, video editing, Hard surface 3D modeling, compositing, VFX, among others. Expertise in photography, with experience in studio and outdoor photography, as well as in audiovisual productions. Interested in developing professionally in the visual arts, film, and photography industry, as well as continuing to grow as a multidisciplinary artist. I possess skills such as teamwork, creative problem-solving, communication, leadership, efficiency, attention to detail, proactivity, and adaptability. I am looking to further develop my skills through high-impact creative and artistic projects, and to continue learning new techniques and software. I am enthusiastic about fashion, sculpture, drawing, cinema, art, and design.

TECHNICAL SKILLS

- Video editing
- 3D Modeling & Texturing
- Motion Graphics
- Rendering
- Digital & 35mm photography
- Dron photography & video
- Compositing
- Layout & Visdev

SOFTWARE

- Adobe After Effects
- Adobe Premiere Pro
- Autodesk Maya
- Zbrush
- Substance Painter
- Unreal Engine
- Adobe Photoshop
- Adobe Illustrator
- Adobe Lightroom
- Nuke

EXPERIENCE

Freelance Photographer

- Provide photographic services in a wide range of areas, including event photography, product photography, portraits, architecture, and fashion photography.
- Adjust, modify, and retouch photographs using digital manipulation techniques with *Adobe Photoshop* and *Adobe Lightroom*.
- Assist during photographic sessions by helping with studio setup and lighting.

Productora Base August 2021 - March 2022

Edit, refine, and process photographs and illustrations, as well as carry out printing, inspection, and packaging to ensure museum-quality standards.

CO-CURRICULAR ACTIVITIES

EON (Short film) March 2024 - June 2024

3D modeling with *Maya* and *Substance Painter*, and visual effects and compositing with *Nuke*, *Adobe After Effects*, and *Unreal Engine*. Filming live-action material, as well as color correction, grading, and sound design in *Adobe Premiere Pro*.

CEDAC (Partner) February 2024 - March 2024

Create assets in *Adobe Illustrator*; Motion Graphics corporate video in *Adobe After Effects*.

GÉNESIS 3:16 (Short film) February 2023 - June 2023

Compose stage, lighting, and visual effects in *Unreal Engine*, as well as color correction and sound design using *Adobe After Effects* and *Adobe Premiere Pro*.

DESDBUJAR (Photographic project) September 2020

Conceive, photograph, and edit the photographic project "Desdibujar," achieving exhibition at the Contemporary Art Museum of Aguascalientes through the National Youth Art Contest.

INFOMATRIX (Digital Art contest) March 2020

Conceived, photographed, and edited the photographic project "Materia" for the INFOMATRIX contest, achieving third place at the Latin American level.

EDUCATION

Instituto Tecnológico y de Estudios Superiores de Monterrey August 2020 - June 2024

B. A. in Digital Arts, with a specialization in Visual Effects.

COURSES AND CERTIFICATES

- Unreal Engine 5 Course; **U-ECHO TRAINING CENTER**, February 2024 - September 2024.
- Fashion Photography Course; **Istituto Lorenzo de' Medici**, December 2023.
- Visual Effects Workshop with **NUKE**; **Vancouver Film School**, October 2022.
- Diploma in Digital Photography, Lightroom, Specialization in Portrait and Advanced Photoshop; **Colegio de Fotografía de Occidente**, August 2020.

LANGUAGES

- Native Spanish
- Advanced English (C1) TOEFL
- Intermediate French (B1) DELF