



Pablo Cazorla
UI designer,
illustrator

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Profile

I'm UI and web designer, illustrator, web developer and CG artist. I love fantasy illustration, interactive apps, user experience, web 3.0, infographics, 3D animation and everything about the world of the image.

Technical Skills

- HTML5
- CSS3
- Canvas API
- Javascript
- Photoshop
- Illustrator
- Painter
- Blender 3D
- JQuery
- GIT and SVN
- Flash
- Wordpress

Expertise

Webdesign

Website development, identity and branding, flash and canvas javascript applications, mobile, content managers, search optimization and analytics.

Illustration

Digital painting, mattepainting, concept art, traditional artwork (oils, watercolors), literary illustration, infographics and advertising.

3D Animation

Modeling, materials and textures, lights and rendering, animation, scripting, post production and effects, editing and sound.

Work Experience

Huddle Group (2012)

UI developer Sr. for web desktop and mobile. Javascript/front-end developer.

MercadoLibre (2010-2012)

UX analyst, webdesigner and javascript/front-end developer.

Inamika Interactive (2008-2010)

Senior multimedia designer, webdesigner and flash, digital illustrator and 3D modeler.

SVA Soluciones Informáticas (2006-2007)

Webdesigner and illustrator. Develop of EDUCACITY, a distance education system.

Education

Visual Arts Teacher (1999-2003)

Faculty of Arts with a orientation in Visual Arts (specializing in Digital Art and Design) Mendoza, Argentina.