CAMERON REYES

MOTION DESIGNER/ANIMATOR



SUMMARY

Cooperative and innovative 2D and 3D Motion Designer. Proficient technical skills revolving around After Effects, Photoshop, and Illustrator. Critical thinker with skill to quickly problem-solve designs and animations towards any projects. Proficient communicator, ready to give creative solutions for other collaborators. Focus-driven and optimistic teammate.

EMPLOYMENT HISTORY

March 2022 - May 2022 (2D Motion Graphics Animator)
Freelance I Brand New School I Los Angeles, California

January 2022 - January 2022 (2D Motion Graphics Animator) Freelance I Imaginary Forces I Los Angeles, California

September 2020 - December 2021 (Junior Animator)

Full-Time I Brand New School I Los Angeles, California

May 6th, 2019 - August 29th, 2019 (Designamator)
Internship I Imaginary Forces I Los Angeles, California

EDUCATION

West Career and Technical Academy, Las Vegas, Nevada Standard High school Diploma; June 2016 Information Technology

Otis College of Art and Design, Los Angeles, California Bachelor's in Fine Arts; June 2020 Motion Design

PROFESSIONAL SKILLS

After Effects

Cinema 4D

Photoshop

Illustrator

HOBBIES & INTERESTS

Watching movies and TV shows, video games, video editing, filiming live action, color-grading, driving around LA, trying new foods, socializing and meeting new people, attending events and social outings, going to theme parks, editing and mixing music with sound effects, and introducing friends to others.

REFERENCES

Garrett Braren I Executive Producer I Brand New School garrett@brandnewschool.com

Tita Poe I Head of Production I Brand New School tita@brandnewschool.com