

Jafet Torres Meixueiro

Video Game Graphic Designer

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GOAL

Work in an environment that cares about fulfilling not only their goals, but mine as well. We must work together to achieve and evolve our aptitudes to reach higher heights.

Technical Aptitudes

- Substance Algorithmic
- Photoshop
- Illustrator
- Premiere Pro
- After Effects
- Mudbox
- UE
- Maya Autodesk
- Unity 2D/3D
- Microsoft Office
- HTML
- CSS
- Javascript
- Adobe XD
- Zbrush

Education

Sacramento, CA 2000-2006	Elementary School Sierra Enterprise
Sacramento, CA 2003	Advanced English Certificate S.T.A.R Sierra Enterprise
CDMX, MX 2006-2009	Middle School José de la Luz Mena
CDMX, MX 2009-2012	High School Instituto Politécnico Nacional
CDMX, MX 2015-2018	Bachelor's of Art and Animation SAE Institute

Work Experience

Aptitudes

- Proofreader
- Editor
- 3D Modeling
- Video editing
- Experienced Translator
- Texture creation
- Photo retouching
- Character Concept Art
- Game Designer
- Motion Graphics
- Logo Designer
- Publicity Designer
- Story Writer
- Musical abilities

Languages

- English 10/10
- Spanish 10/10

CDMX, MX 2016-2017	Graphic Design Kinnek, Gymnast Association	International Since 2018	App/Web Testing UserTesting
CDMX, MX 2017-2018	Logo Design Optica Horus	CDMX, MX 2019-2020	AR GUI/3D Modeling Arcsite
CDMX, MX 2017-2018	Character Concept - Mobile Game Roto Studios	CDMX, MX 2020-2020	UI/UX Wireframe FoxFunk
CDMX, MX Since 2019	Elementary School Teacher Colegio Manning	Online 2020-2020	UI/UX Web design HTW
Online Since 2018	Writer/Proofreader/Translator - Kinetic Novel JTM Design		
Online 2019	Surveillance Footage Editing Personal Project		

Portfolio

<https://foxfunk.com/>

Additional Career Centered Activities

CDMX, MX 2015-2016	2D Platformer Design Global Game Jam
CDMX, MX Since 2017	3D Modeling Sales Unity
Freelancer Since 2018	Kinetic Novel - Writer Ayza and the Relic Chronicles

