

JOSE A. MAZARIEGOS, Motion Graphics Designer

[Instagram](#), <https://www.jmaz.net>,

SUMMARY

Creative and detail-oriented Digital Art Director with over 10 years of experience in motion graphics, video editing, and 3D animation. Proven ability to produce engaging animations and graphics for digital marketing, social media, and broadcast using Adobe Creative Suite, Cinema 4D, and Blender. Adept at developing storyboards and adhering to brand guidelines, with a strong portfolio of work that enhances visual storytelling. Eager to leverage extensive design and animation expertise to create compelling content for your company.

WORK EXPERIENCE

10/2020 – Present	Digital Art Director Tamman Inc / Bank of America	Philadelphia
	• Produced videos and graphics for Bank of America's social media, website, and events. • Developed storyboards utilizing InDesign. • Executed video editing and sound design. • Performed color grading on stock video footage to ensure color consistency throughout projects. • Designed and animated advertisements for social media platforms including Facebook, Instagram, Twitter, and LinkedIn. • Crafted animated 3D assets using Cinema 4D and Blender. • Adhered strictly to established brand guidelines. • Managed photo editing, retouching, and resizing for optimal display across various platforms.	
06/2019 – 03/2020	Motion Graphics Designer Tierney Agency	Philadelphia
	• Created animated graphics, overlays, and lower thirds in After Effects for broadcast television. • Produced animated advertisements for social media channels (Facebook, Instagram, Twitter, LinkedIn). • Developed animated 3D assets utilizing Cinema 4D. • Implemented hand-drawn line animations over video footage in After Effects. • Executed rotoscoping of video footage using After Effects.	
10/2013 – 06/2019	Motion Graphics Designer and Video Editor Solari Creative	Red Bank
	• Produced animated graphics for video presentations. • Executed rotoscoping of video footage using After Effects. • Designed and animated overlay graphics and lower thirds. • Animated 3D characters using 3ds Max. • Utilized V-Ray for rendering 3D images. • Composited 3D renders and executed visual effects (VFX). • Supported photo shoots and video interviews by overseeing camera, lighting, and grip departments. • Selected appropriate cameras, lenses, filters, and accessories for principal photography. • Collaborated with directors, camera crews, and the lighting department to establish the visual identity and aesthetic of productions. • Executed corporate portrait photography.	

- Specialized in landscape photography.
- Provided real estate photography services.
- Performed photo color correction and editing in Lightroom or Photoshop.
- Managed video editing and color grading using Premiere or DaVinci Resolve.
- Engaged with clients to define requirements, establish project scopes, and manage project milestones.

05/2011 – Present

Photographer
Freelance

Philadelphia

- Demonstrated high proficiency in operating Digital SLR cameras.
- Employed TTL metering and light meters for capturing video and still images.
- Expertly utilized telephoto lenses for portraits and wide-angle lenses for landscape photography.
- Skilled in color correction and photo editing using Lightroom/Photoshop.
- Captured high-quality images suitable for both print and digital distribution.
- Photographed subjects in controlled laboratory settings, outdoor field environments, and remote locations.

01/2010 – Present

Graphic Designer
Freelance

Philadelphia

- Designed a range of materials including logos, posters, flyers, business cards, handouts, and CD covers.
- Developed graphics for screen-printed t-shirts.
- Applied knowledge of various color spaces and resolutions for web and print graphics.

08/2010 – 2013

3D Animator and Modeler
Burst Online Entertainment

Philadelphia

- Produced low-poly 3D character models from concept art for gaming applications.
- Created textures for 3D models using Photoshop to achieve a stylized two-dimensional appearance.
- Collaborated with programmers to develop assets integrated into Unity for online and mobile games.
- Animated 3D characters utilizing Maya and 3ds Max.

03/2007 – 2010

Flash Animator
eCity Interactive

Philadelphia

- Collaborated closely with graphic designers on animation projects.
- Animated presentations derived from Adobe Illustrator files.
- Designed and animated banner advertisements for websites.
- Produced motion graphics for video content using After Effects.

2003 – 2007

3D Modeler
Graphicon Studios

Philadelphia

- Generated high-poly 3D toy models for large-resolution printing in package designs.
- Developed textures, configured lighting, and rendered large-resolution still images for print.
- Constructed 3D packaging mockups and displays.

The Art Institute of Philadelphia
Bachelor of Fine Arts, Computer Animation Technology

Philadelphia

- Concentrated studies in 2D and 3D animation.

SKILLS

PC and Mac platforms	3D Studio Max
Adobe Creative Suite	Audition
After Effects	3D elements
Premiere	Media Encoder
Adobe Illustrator	Photoshop
Blender	InDesign
Website and print graphics	Graphic illustration
Graphic design	Ad design
Banner design	Business card design
Logo design	Poster design
Style frames	Photography
Portrait photography	Landscape photography
Food photography	Digital photography
HD photography	Strong exposure techniques
DSLR camera proficiency	Canon 5D Mark III proficiency
Sony a7 Mark IV proficiency	Photo editing
Advanced retouching	Digital enhancements
Color correction	Color grading
Digital imagery	Storyboards
Studio production	Equipment setup and maintenance
Lighting	Filming
Directing	Video editing
Title and chapter creation	Animation
Flash animation	Motion graphics
2D and 3D modeling/animation	Compositing
Rotoscoping	Strong graphic and visual sense
Strong compositional skills	Creative artistic vision
Creative collaboration	Supervising