

RAQUEL NAVARRO PEREZ

3D Artist with expertise in Modeling and VFX. Based in Mexico City, open to know new places and working abroad. Broad experience with Blender, Maya, Cinema 4D and all the Adobe suite related to audio and visual effects. Also a Houdini and Nuke enthusiast.

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Education

UNIVERSIDAD AUTÓNOMA METROPOLITANA UNIDAD XOCHIMILCO

University Degree, Graphic communication design. 2012

FUNDACIÓN DEL CENTRO HISTÓRICO 3d Animation Diploma. 2013

Experience

2013 HOLOGRAMAS DE MÉXICO 3D DESIGNER

3D modeling and aplication for anti-counterfeit stickers. Web desing, company stationery, web and print advertising.

2015 LITS EBUSSINES DESIGNER

Product photography and digital retouching.

2016 LITS EBUSSINES PHOTOGRAPHER

Product photography, lighting, post, coordination, training.

2016 PONG
3D DESIGNER, MOTION GRAPHER
3D and 2D Animated videos development, photography, audio and video editing.

2018 KROMASOL PONLE PLAY 2019

Video and art developing for the anual launching event.

2018 HALPRO
VIDEO EDITOR, MOTION GRAPHER

2D Animated videos development, audio and video editing.

2019 CLUSTER STUDIO 3D ARTIST

3D modeling for advertising campaigns of some of the most recognizable brands in Mexico and abroad. VFX and post-production for several Mexican feature films.