

Brandon Jauregui

Motion Designer · 3D Artist

Software	Education
Blender 90% After Effects 85% Cinema 4D 78% Photoshop 75% Illustrator 65% Unreal Engine 60%	Savannah College of Art and Design 2014 — 2019 Savannah, Georgia · Currently based in Colombia 🇨🇴 - B.F.A. in Game Design with a Minor in Motion Media Design - Coursework spanning 3D modeling, animation, motion graphics, game prototyping, and visual storytelling - Active participant in studio critique culture — presenting work to peers and faculty each quarter - Exploring the crossover between game aesthetics and cinematic motion design Selected Projects Mauger — Short Film 2018 3D Environment · Blender · Cycles - Used a mix of traditional 2D and 3D effects - Collaborated with director to better execute the team's vision Savannah Port Berth Expansion 2022 Motion Design · After Effects · Blender - Collaborated in a streamlined VFX workflow with other FX artists - Used source management and efficient work pipelines to submit project in an appropriate timeframe
Core Skills	Experience
3D Modeling Animation Motion Graphics VFX Lighting Compositing Rendering Color Grading Particle Sims Fluid Sim Level Design Illustration	Freelance Motion Designer / FX Artist 2020 — Present Independent · Remote from Colombia 🇨🇴 · USA Work Authorization ✓ - Creating 3D renders and motion graphics for personal and client projects - Building a portfolio of work across abstract art, product visualization, and brand motion - Active creative presence on Instagram with a growing following in the 3D art community SCAD Studio Projects 2018 — 2021 SCAD Savannah · Collaborative & Solo - Completed multiple academic studio projects across motion design and game design disciplines - Collaborated with peers on multi-discipline cross-department work - Consistently applying industry-standard workflows and critique-driven iteration