

Brandon Jauregui

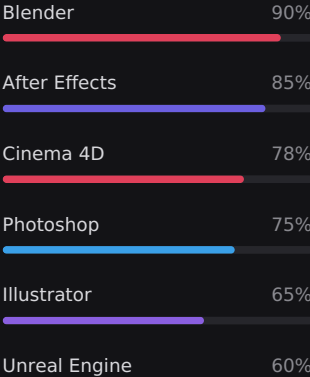
Motion Designer · 3D Artist

jaureguirenders.com

Colombia · Remote · USA Work Authorization ✓

@jauregui_renders

Software



Education

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

Core Skills

- 3D Modeling
- Animation
- Motion Graphics
- VFX
- Lighting
- Compositing
- Rendering
- Color Grading
- Particle Sims
- Fluid Sim
- Level Design
- Illustration

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

Experience

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