

# ABERTAN RODRÍGUEZ MOLINA

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## MULTIMEDIA DESIGNER AND 3D ARTIST

### PROFESSIONAL SUMMARY

I am a 3D Artist and Digital Creator specialized in 3D modeling, animation, and virtual production, with experience developing high-quality visual assets for immersive experiences, social media, and digital platforms. My work reflects visual storytelling, technical precision, and cinematic quality. I've worked on projects involving 3D environments, character and asset creation, VR experiences, and realistic renders using tools such as Blender, Maya, Unreal Engine, and AI-assisted workflows. I also produce 2D/3D animations, social media content and digital visuals. Outstanding skill in: - 3D Modelling - 3D Texturing - 3D Animation - Motion Graphics - Rendering - Video Editing - Storytelling - Social Media Management - Video Editing - Design Thinking - Adobe Suite - Autodesk Suite - Virtual Production.

- Creativity applied to visual communication.
- Team collaboration and communication
- Agile learning and adaptation to new tools.
- Practical thinking and problem solving.

### PROFESSIONAL EXPERIENCE (Project based)

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#### Más manos.

**11/2025 - Now**

A collective of experts with their own methodology that optimizes any process across all areas of communication, connecting freelancers with leading brands in Latin America.

#### 3D Artist

Responsible for creating 3D models, animations, and renders for multiple media, including 3D assets and animations for social media and television, sculpts for 3D printing in both PLA and resin for POP experiences, and high-quality product renders for social media and internal client communications.

- Enhanced visual quality and client alignment by implementing early stage look development and test renders, resulting in more accurate previews and higher quality final products for the clients.
- Guided and coordinated the 3D printing team by advising on material selection PLA and resin, ensuring print-ready assets, reducing errors, and achieving high-quality physical outputs.

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#### Inter-active: Comunicación Interactiva

**08/2023 - Now**

An agency specializing in interactive digital communication, pioneering innovative technologies focused on innovation, service, and client commitment in Mexico and Latin America.

#### 3D Artist and Multimedia Designer

Responsible for creating 3D models and 2D/3D animations, and production of virtual reality experiences, documentaries, and informational videos for services and products. This role also included coordinating production workflows, and developing narrative and visuals for event activations and brand experiences.

- Proposed and implemented AI-based translation workflows for multilingual content, enabling efficient adaptation into languages such as English, French, or Mandarin.

- Proposed AI-powered virtual host services for event stands, enabling interactive information delivery and real-time responses to audience questions across multiple locations and languages.
  - Improved the design and organization of internal documents used to present projects to clients, enhancing clarity, visual consistency, and overall professionalism.
  - Implemented an AI-assisted motion capture workflow using tools such as Quick Magic AI to accelerate animation production, significantly reducing time while maintaining high-quality animations.
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## **Cynthia Ortiz**

**03/2025 - 05/2025**

The youngest candidate for Justice of the Supreme Court of the Nation in Mexico, currently a lawyer working for a high-end firm based in Mexico City.

### **Video Editor and Content Manager**

Responsible for on-site video recording and photography using mirrorless cameras and lighting setups. In charge of video editing, social media management, weekly content planning, trend research to increase visibility, and script development aligned with key social issues for recording days, during the campaign.

- Proposed the use of social media management tools such as Metricool to schedule daily uploads across multiple social media platforms, improving consistency and efficiency.
  - Created a structured workflow to organize recording days, manage raw footage and final video storage, and standardize descriptions and hashtags for social media publishing.
  - Created reusable 2D motion graphics templates and a cohesive visual identity to be used consistently throughout the duration of the campaign.
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## **Fashion Nova**

**01/2025 - 02/2025**

An American fast-fashion retailer that operates primarily online.. The brand is widely known for its strong affiliate marketing strategy, especially on Instagram, partnering with models, celebrities, and influencers.

### **3D Artist**

Responsible for modeling, retopology, texturing, and rendering a boot for their Spring collection, using Maya for modeling, Substance Painter for texturing, and V-Ray for rendering.

- Proposed render framing and shot composition for visual impact to be presented in social media.
  - Enhanced the final images using Camera Raw in Photoshop to further refine lighting, color, and overall visual quality.
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## **Fundación Amparo**

**06/2024 - 12/2024**

Leading institution based in Mexico, recognized for excellence in comprehensive development initiatives, delivered through education and the arts, addressing the challenges of today's world.

### **Video Editor and Content Manager**

Led on-site video production and photography using mirrorless cameras. Managed video editing, social media channels, weekly content calendars, trend analysis to boost visibility, and scriptwriting focused on key social issues throughout the campaign.

- Achieved a 120% increase in social media visibility across the campaign's accounts, without investing in paid campaigns.
  - Reached potential sponsors and key stakeholders interested in investing in the institution through social media visibility.
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Prestigious private Jesuit university based in Mexico City, recognized for academic excellence, values-based education, research, and social commitment, forming professionals with a strong humanistic vision.

Research Intern and 3D Artist

Created innovative content for videomapping, informational videos, and 3D audiovisual visualizations by combining AI-generated visuals, 2D graphics, 3D sculpts for resin printing, audio/video editing, and 3D pipelines to deliver immersive experiences.

- Led the visual design of POP presentations, which included videomapping and 3D sculpts for potential investors on behalf of the university.
- Led the direction of on-site recording and post-production teams for long-form informational videos aimed at increasing awareness of the research.

Claus Maluf

12/2023 - 01/2024

Popular Mexican social media influencer, content creator, and comedian known as “El papá de México” (“Mexico’s Dad”), recognized for his relatable, high-energy dad persona on TikTok and Instagram.

2D Motion Graphics Animator

Created engaging social media videos by developing storylines, storyboards, animatics, defining visual styles, designing vector based characters, and animating and rigging assets for dynamic motion graphics.

- Proposed and developed a visual design from scratch in close collaboration with the client.
- Produced the complete animation within 48 hours without sacrificing quality.

Ihua: Por Fundación Origen

02/2022 - 09/2023

Initiative that empowers Mexican women from vulnerable communities through artisanal work in contemporary home design, providing fair and dignified employment to achieve economic self-sufficiency.

2D Motion Graphics Animator

Analyzed and supported a women’s artisan cooperative by developing a new visual identity and creating hyper realistic product previews through 3D modeling, texturing, and AI-generated backgrounds.

- Proposed and developed a visual design from scratch in close collaboration with the client.
- Proposed creating realistic background matte paintings using AI to enhance visual quality and production efficiency.
- Proposed a new packaging design and internal uniforms aligned with current market trends to strengthen the brand’s visual identity.

AWARDS

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| <ul style="list-style-type: none"><li>• <b>Universidad Iberoamericana</b><br/>Best Short Animated Film with "El Último Rugido", 2024.</li></ul>                              | <ul style="list-style-type: none"><li>• <b>Universidad Iberoamericana</b><br/>Participation in Interdisciplinary Project: The Neoliberal Reconversions of the Human Body, 2024.</li></ul> |
| <ul style="list-style-type: none"><li>• <b>National Design Award: MX Diseña México</b><br/>Absolute Winner, Digital Design category with "El Último Rugido", 2023.</li></ul> | <ul style="list-style-type: none"><li>• <b>National Design Award: MX Diseña México</b><br/>Absolute Winner, Digital Design category with "El Último Rugido", 2023.</li></ul>              |

## EDUCATION

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### **Bachelor's Degree in Interactive Design.**

Universidad Iberoamericana, Mexico City, 2020 - 2024. Graduated as a valedictorian.

### **IELTS Academic**

Band 7.5, C1 or Advance, Mexico City, 2021.

## LANGUAGES

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- Spanish: Native • English: C1/Advanced

## SOFTWARES

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- Adobe Creative Suite: Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Adobe Media Encoder, Adobe Audition, Adobe Premiere Pro, Adobe XD and Adobe Bridge.
- 2D Illustration: Procreate and Procreate Dreams
- 3D Modeling, Texturing and Animation: Autodesk Maya, Autodesk 3DS Max, AutoCAD, Blender, Adobe Substance 3D Painter, Cascadeur and ZBrush.
- Render Engines: Corona, Redshift, Unreal Engine, V-Ray, Arnold, Cycles and Eevee.
- Generative Artificial Intelligence: Nano Banana, VEO, Wan, Eleven Labs, ChatGPT, Gemini, Pika Labs, Midjourney, Adobe Firefly, Stable Diffusion, Tripo 3D, Quick Magic AI and Tencent AI Lab, Sora.
- Microsoft Office Suite: Word, Excel, PowerPoint.