

# R A U L B R I T O

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📍 Canada. Open Work Permit Holder

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## INTERACTIVE MEDIA DEVELOPER

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### ABOUT ME

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With over five years of vibrant experience as a motion graphics artist, I have successfully energized marketing campaigns while collaborating with creative professionals across the UK, USA, and Mexico. My most significant achievement includes leveraging my specialized training in Graphics Simulation and Interactive Media Development to deliver captivating visual content that drives engagement and brand success.



### EDUCATION

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#### CAMOSUN COLLEGE

SEP 2022 TO FEB 2024  
VICTORIA, BC

#### INTERACTIVE MEDIA DEVELOPMENT

1-YEAR CERTIFICATE PROGRAM

- **Web Development.** HTML, CSS (Bootstrap), and JavaScript (React, Next.JS).
- **Data Security & Databases.** MySQL, and MongoDB.
- **Adobe Suite.** After Effects, Premiere Pro, Illustrator, Xd.
- **UX/UI Design.** For web platforms and mobile apps.
- **3D modeling & animation.** Maya & Blender software.
- **XR & videogame development.** Unreal Engine 5 & Unity.

#### UNIVERSIDAD PANAMERICANA

AUG 2020 - AUG 2021  
MEXICO CITY

#### GRAPHICS SIMULATIONS

1-YEAR ESPECIALTY PROGRAM

- **Programming for Graphic Processors.** OpenGL, CUDA architecture.
- **Virtual and Mixed Reality.** Unity and Unreal Engine.
- **Special Effects Simulation.** Particles with Flex, and Three.JS physics.
- **Selected Topics.** After Effects & Illustrator motion graphics.
- **Narrative & Sound.** Hero's Journey, Kishōtenketsu and Sound storytelling.

#### FERMATTA UNIVERSITY

FEB 2012 - AUG 2016  
MEXICO CITY

#### BACHELOR IN AUDIO ENGINEERING

4-YEAR PROGRAM

Understanding of sound physics, acoustics, analog-to-digital conversion, algebra, electricity, and audio synthesis, among other courses.

Minor in music theory and piano performance.



## EXPERIENCE

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### VR DEVELOPER, AUDIO TECH

CAMOSUN  
INNOVATES  
FEB 2024 - PRESENT  
VICTORIA, BC

- Created multiple 3D models with Maya for rigging purposes.
- Developed skeleton virtual reality experiences for museums (Noyo Center for Marine Science - Cetacea project).
- Optimized sound design for the Witness Blanket project (Canada) VR experience using ambisonics audio format.

### MOTION GRAPHICS DESIGNER

GROWTH  
INSTITUTE  
APRIL 2018 - FEB 2024  
AUSTIN, TX

- Produced and delivered 5,000+ high-quality videos and animations for social media, boosting the company's online presence.
- Traveled to and documented over 10 business summit events, including Scale Up by Verne Harnish, enhancing the company's content portfolio.
- Collaborated with world-renowned business authors to develop 20+ master courses, contributing to a 50% increase in course enrollment.
- Orchestrated numerous projects, spanning videos, animations, and productions, within a global team.

### 2D ANIMATION FREELANCE

GOOD LAW  
SOFTWARE  
SEP 2020 - MAR 2021  
LONDON, UK

- Created multiple explainer videos that increased client engagement by 35%
- Collaborated remotely with senior graphic designers, receiving text scripts and transforming them into sketches, mood boards, illustrations, and animations to deliver the final product.
- Leveraged Illustrator, After Effects, and Maya for animation tasks, showcasing samples in my e-portfolio.



## SKILLS

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### ADOBE SUITE

Ae, Ai, Ps, Pr, Xd

Illustrator (Ai), Photoshop (Ps), Premiere (Pr), After Effects (Ae), XD (Xd)  
Proficient in creating illustrations, animations, prototyping applications, photo editing for websites, video editing, and composing musical cues.

### HTML & CSS

Bootstrap

Web development in HTML & CSS from scratch or using Bootstrap. Front-end.

I can format any specific website according to the customer's needs.

### PROGRAMMING

C#, blueprint scripting

I made multiple applications at Camosun College such as E-commerce websites, C# Windows apps, and UI/UX projects.

Programming using C# & blueprints in videogame engines: Unreal Engine & Unity.

### UX & UI DESIGN

Adobe Xd & Figma

I focused on how users interact with the interface elements and how the interface responds to their actions using animations, transitions to make the UX more engaging.

### JAVASCRIPT

Three.JS library

I made an online course with Bruno Simon, a senior Three.JS developer.

I can use Next.JS, React, and vanilla JS. I include a section in my e-portfolio.

### 3D MODELING

Blender, Maya, UE5

Create high-end 3D environments in Unreal Engine 5, visual effects (3D materials, shaders, particle systems). Lighting and Shading.

AR/VR applications. 3D generalist. Animation.




e-Portfolio

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my ePortfolio

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