




ROBERTO TORRES JR


VFX Specialist | 2D and 3D Animation
Video & Film Production

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PROFILE

Skilled in the art of Film, 2D, and 3D animation with 11+ years of experience creating strategic visuals, advanced VFX, motion graphics, and cinematic content for national brands including Dell, Mars Wrigley, and the Texas Lottery.

Driven by a genuine love for the craft, I'm committed to excellence and constantly evolving with new technologies. I excel at solving both creative and technical challenges, pushing myself, and the tools I use, to new levels. I thrive in independent, self-sufficient roles as well as collaborative environments with teams who value innovation, quality, and creativity.

SKILLS



Video Editing, Compositing & Motion Graphics:

- Adobe Premier Pro
- Adobe After Effects
- Nuke & Fusion compositing
- Maxon & Topaz Tools
- DaVinci & Final Cut Pro
- Capcut

3D Modeling, Animation & Advanced Visual Effects:

- Autodesk Maya
- Houdini SideFX
- Adobe Substance
- PFTracker
- Cinema 4D & Blender
- Unreal & Unity Game Engine

Render Engines:

- V-Ray
- Redshift
- Pixar's RenderMan
- OTOY OctaneRender (C4D)
- Mantra / Karma (Houdini)
- Arnold

AI Video Production

- Runwayml.com & Weavy.ai
- MidJourney, Nano Banana Pro
- ChatGPT, Google DeepMind
- Make.ai automation, Fireflies (Notes)
- Eleven Labs, Murf, Adobe Podcast
- Google Veo 3.1, Kling, Sora 2, Wan 2.5
- Pollo.ai, HeyGen
- Meshy AI, RADiCAL,

PROFESSIONAL EXPERIENCE



VIDEO PRODUCER LEE TILFORD AGENCY 09/2020 – 04/2025

- Collaborated with senior executives to bring their vision for TV commercials to life, editing and creating motion graphics and VFX that maximized visual impact.
- Produced dynamic social media videos tailored to client brands, driving higher audience engagement.
- Managed projects end-to-end, delivering high-quality visuals across 3D/2D animation, motion graphics, greenscreen, scene cleanup, compositing, audio, and editing.
- Streamlined workflows to deliver up to 4 filmed commercials per month and complete animated commercials in as little as 2 days.
- Actively contributed in weekly meetings, sharing progress, gathering feedback, and helping align creative projects with budgets and client needs.

CG ARTIST Aniden Interactive(Full Time)/Nimble Pixel (Contract) 07/2019 – 12/2024

- Collaborated with senior executives to scope Dell projects, projecting accurate production hours across the full pipeline (3D animation, motion graphics, VFX, and editing) to guide planning and resource allocation.
- Trusted as the lead artist for creating samples and technical tests on challenging tasks, helping earn client confidence by clearly explaining workflows and demonstrating solutions.
- Used Autodesk Maya to create high-impact 3D product animations and VFX for laptop commercials, personally handling the most complex tasks in modeling, animation, and VFX to meet client vision.
- Designed and composited custom motion graphics and CG renders in Adobe After Effects to deliver polished final visuals on time.
- Utilized Houdini SideFX to create advanced airflow simulations, motion graphics, and complex VFX that highlighted product features and enhanced storytelling.
- Developed MEL scripts in Autodesk Maya and expressions in After Effects to streamline workflows, reduce production time, and build efficient pipelines.
- Collaborated with teams to align creative direction, providing technical solutions as needed.

3D Animation

- 3D Modeling, Texturing & Rendering
- UV Unwrapping, UDIM Workflow
- Character Rigging
- Animation & Motion Capture
- Smoke Simulations
- Fluid Simulations
- Particle Effects
- RBD Physics & Simulations
- Custom Visual Effects (Houdini)
- USD workflow
- Scene Lighting
- Linear Workflow
- Adobe Substance & Custom Shaders
- Maya Mel Scripting

Videogame Development:

- 3D Modeling and Texturing
- Particle Effects
- Basic Coding

Film Production & Post-Production:

- Directing & Production
- Studio Filming
- Multi-camera Production
- Live Events Capture
- Cinematography & Lighting
- Crane, Stabilizers & Custom Rigs
- Location Scouting / Permits
- Project Management
- Talent Recruiting

Compositing & Motion Graphics:

- Compositing within Nuke, Fusion, and After Effects
- Advanced Camera and Object Tracking Inside PFTracker
- Green Screen Compositing & Cleanup
- Color Correction
- Roto-scoping in Mocha
- Custom Expressions in AE
- Large catalogue of ae plugins for various use cases and effects
- Compositing with custom renderpasses, cryptomattes
- Developing pipeline workflows to speed up repetitive tasks
- Maya & C4D with AE integration

LANGUAGES



English

Spanish

MULTIMEDIA CONTENT EDITOR

Third Ear Agency

02/2017 – 07/2019

- Managed end-to-end production of ad videos — from filming and editing to final delivery — for brands including Snickers, M&Ms, Twix, Honey Bunches of Oats, The Texas Lottery, Dominos, Jack Daniels, The City of Austin, and more.
- Created and integrated high-quality 2D and 3D animations into commercials and branded content to expand reach and engagement.
- Collaborated with creative teams and clients to ensure projects aligned with brand messaging and met campaign goals.

MULTIMEDIA DESIGNER

Lexanet, LLC

07/2016 – 12/2016

- Helped establish the Lexanet brand identity by creating animated commercials, website templates, logos, 3D models, and vector illustrations.
- Built digital and video assets that provided a consistent foundation for the company's web, video, and social media presence.

VIDEO PRODUCER

Sozo Global

09/2015 – 04/2016

- Produced commercials, interviews, 2D animations, and travel videos that supported Sozo Global's marketing campaigns and brand presence.
- Collaborated with leadership to align video concepts with sales goals, delivering content that helped marketing leaders effectively promote products and recruit new members.
- Handled the full production process, from filming and editing to motion graphics, while leveraging Adobe Creative Cloud tools.
- Represented the creative team through presentations and public speaking, gathering feedback to refine future content.

MULTIMEDIA ARTIST AND 3D ANIMATOR

Nexersys Corporation

02/2015 – 06/2015

- Recorded and edited motion capture data in Autodesk Maya to create animated character poses, supporting development of a mobile game released on the App Store and Google Play.
- Contributed 3D modeling, animation, rigging, texturing, concept design, 2D illustrations, particle effects in Unity, and video production to build engaging in-game assets and environments.

EDUCATION



BACHELOR OF SCIENCE IN RADIO, TELEVISION AND FILM

The University of Texas at Austin

2014