

Santiago Gómez

Product Designer

Hello, my name is Santiago Gómez and I am a Product Designer. Passionate for technology, design, and animation, I started my career as a CG artist freelancing for various architectural firms. A year later I jumped in to animation and freelanced for brands like Sura, Lifescan and Brita. As a motion designer I started working at RAPP (Colombia), subsequently moving to the NYC office. Since then I have improved my skills under the guidance of creative leaders, achieving more compelling advertising pieces and products, while working with brands such as NBC Universal, HP, VISA, SAP, among others.

My hunger for knowledge has always been my motivation for creativity and the core reason for taking on new challenges.

Thanks,

A handwritten signature in grey ink, consisting of the letters 'SG' in a stylized, cursive font.

Contact

sgg.dimension@gmail.com

+1 201 310 8304

Education

Universidad Pontifica Bolivariana

Graphic Design Jan 2010 to May 2010

CESDE

3D CGI Jan 2011 to Jun 2012)

Technical Proficiency

Maya, V-Ray, Mental Ray, RealFlow, Photoshop, Lightroom, Illustrator, InDesign, After Effects, Premier Pro, Audition, Speedgrade, Sketch3.

Experience

Freelance Jan 2010 to Mar 2013

Virtual Colors: SURA - Modeling, Texturing, Lighting and animation.

Rapp NY: Life First - VerioSync 3D Animation.

Rapp NY: Brita - 3D Particle Animation.

Rapp (Medellín) April 2013 to November 2014

Motion and Visual Designer

Rapp (NYC) December 2014 to Nov 2015

Junior Designer

Rapp (NYC) December 2015 to date

Product Designer