

EXPERIENCE

Creative Producer/ Realtime Content Pipeline Coordinator, ZEROSPACE

April 2024 - Present

- Produced CG, A.I., Realtime, and Immersive projects for Cartier, Macy's, Chanel, Kiehl's, Museum of Ice Cream, Nike, and others.
- Managed resource allocations for all projects and implemented software like Harvest and Forecast for time tracking.
- Developed project management systems using Notion, established a company-wide folder structure within Google Drive, and designed the company budget template in Google Sheets.
- Accountable for drafting all outgoing bids and Statements of Work for prospective projects.
- Managed internal research and development on A.I. generative pipelines.
- Supervised virtual production shoots and asset creation for LED wall plates.
- Organized motion capture shoots and volumetric shoots managing all logistics, scheduling, and data processing/clean-up.

Project Manager, SPHERE ENTERTAINMENT

June 2023 - December 2023

- Delivered 50+ content pieces for the Sphere in six months with internal and external teams.
- Developed a project management system tracking all department's projects using Airtable, Salesforce, and Coda.
- Set the process for delivering content to venues within the Design Services Department.
- Primary function and activities include planning, organizing, and seeing scheduled technical projects to on-time completion with an eye to timelines, budget, deliverables and scope.
- Proactively identify project risks and dependencies and communicate these to the appropriate project lead.

Production Coordinator, NEXUS STUDIOS

April 2021 - December 2022

- Supervised day to day tasks and communications for development and artist teams for 3D animation, Real-time, and XR projects.
- Worked with clients like Niantic, Adobe, and other high profile tech companies.
- Created and managed project schedules/timelines, asset and animation trackers, and development task trackers.
- Established and Managed the LA office IT department.
- Manage inventory and distribution of HMDs and Testing Devices.
- Created and implemented a Project management tool using tools like Notion and Airtable.
- Provided support researching Intellectual Properties, Creative Technologies, and collecting references for directors.
- Collaborated directly with resourcing teams to staff projects helping communicate director's creative vision and needs.

Key Set Production Assistant/ 1st A.D., MATH PARTY | NETFLIX/ JIM HENSON COMPANY

November 2020 - January 2021

- Assisted A.D. Department on creating and editing callsheets for all shooting days.
- 1st Assistant Director for episodes 411,412, and 419 for the series.
- Worked in an entirely Real-Time production pipeline using Motion Capture Actors.

Production Coordinator, FENDI NICKI MINAJ COLLECTION EVENT | MATTE PROJECTS

October 2019

- Sourced and managed communication with catering, fabrication, and equipment rental vendors.
- Assisted producers with accommodating client requests during preproduction and production.
- Supervised event setup and breakdown.

Production Coordinator, YVES SAINT LAURENT BEAUTY STATION & HOTEL | COACHELLA 2019 | HK CORP

April 2019

- Oversaw contact and management of U.S. vendors.
- Responsible for budgeting of fabrication, vehicle rentals, labor, and additional expenses.
- Worked on sourcing of vendors, props, and equipment for production.

Line Producer, DIVA - AAZAR FT. SWAE LEE & TOVE LO MUSIC VIDEO | HK CORP

February 2019

- Oversaw production from preproduction to post-production.
- Managed overall budget of the production.
- Responsible for scouting locations and permitting for shooting.

EDUCATION	SOFTWARE EXPERIENCE					
FULL SAIL UNIVERSITY Bachelor of Science in Film Winter Park FL	Notion	Zapier	After Effects	InDesign	Unity	Cursor
	Google Docs	Shotgrid	Premeire Pro	Blender	ZBrush	Github
	Airtable	Figma	Photoshop	Maya	Substance	Avid
	Jira	Final Draft	Illustrator	Unreal Engine 5	ComfyUI	OBS

SKILLS

Fluent in Spanish and English - Background in I.T. - Generative A.I. Production Experience - Agentic A.I. Workflow Knowledge - Experience in Real-Time pipeline projects for Animation and Interactive - Experience with photography and film lighting - Trained in music theory - Basic knowledge of computer languages: C++,JavaScript, Python - Experience with Cinema Digital & Film cameras - Experience with 2D and 3D animation - Experience with audio equipment and music instruments - Background in screenwriting - Repo Management/ Version Control Management - Experience in Agile work environments (Scrum, Kanban)