

ESTEBAN GARCES

Software Developer

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ABOUT ME

I am a passionate problem-solver with a strong background in Multimedia Artistry. Having recently completed a comprehensive UI/UX Bootcamp at Springboard and currently pursuing an Associate of Applied Science in Applications Programming, I am eager to transition into software development. As part of my studies, I have taken courses in Computer Programming and Advanced Computer Programming, gaining hands-on experience with C++ and concepts such as Classes, inheritance, and OOP. With 5 years of experience as a Multimedia Artist —working as a Digital Composer, Motion Designer, and Set Supervisor—I have developed strong skills in visual communication, user engagement, creative problem-solving, and technology. This unique combination allows me to contribute effectively in a team-oriented, tech-focused environment.

PROFESSIONAL EXPERIENCE

Middle School Applications Programming Teacher

Humble ISD

August 2024 – Present

- Created a comprehensive and engaging curriculum from scratch, ensuring a high-quality educational experience for students.
- Taught around 100 students per semester, fostering a productive and interactive learning environment.
- Taught Intro to Programming, Graphic Design, Journalism, Broadcasting, and IT.

Motion Designer & Composer

Freelancer

March 2024 – May 2024

- Delivered high-quality shots for TV series, including Elkhorn and Wild West Chronicles, by working remotely with minimal supervision.
- Accomplished the delivery of approximately 30 shots, averaging 1.5 hours per shot, ensuring consistency and quality.
- Maintained effective time management and communication skills while collaborating with a small team to meet project deadlines.

Mid Nuke Compositor

Barnstorm VFX

August 2022 – March 2024

- Collaborated with visual effects teams, including supervisors, artists, and technicians, to deliver high-quality visual effects for shows like Shogun, Big Sky, For all Mankind, and Ted Lasso, meeting project deadlines.
- Addressed technical challenges and implemented creative solutions, ensuring adherence to project constraints and deadlines.
- Delivered approximately 30 shots per project, enhancing visual storytelling and maintaining consistency across scenes.

Creative System Artist

Ten Gun Design

January 2022 – July 2022

- Collaborated with Microsoft and Ten Gun stakeholders to finalize Xbox control renders showcased on Xbox Lab, ensuring product consistency and accuracy.
- Organized and created guidelines to maintain product consistency, enhancing visual storytelling and maintaining quality across scenes.
- Composited Pokémon assets into scenes, overseeing product consistency between RGB and CMYK, improving visual accuracy and quality.

3D Generalist & Set Supervisor

Farouk Systems

Apr 2021 – Dec 2021

- Improved production pipeline efficiency by ensuring appropriate workflow, enhancing project delivery timelines by 10%.
- Led the creation of commercials, including animations, compositing, and video editing, resulting in a 20% increase in brand visibility.
- Managed projects from conception to completion, ensuring product accuracy and meeting deadlines, improving client satisfaction by 10%.

Compositor & Motion Designer

Freelancer

June 2019 – March 2021

- Acted in different roles such as set supervisor, storyboard artist, 3D Generalist, and Compositor, delivering high-quality visual effects for commercials and music videos.
- Managed teams to ensure timely project delivery and stakeholder satisfaction.
- Incorporated various visual effects tools and skills to create realistic effect shots.

EDUCATION

SAN JACINTO COLLEGE

AAS Applications Programming

2024 – 2026

SPRINGBOARD

UI / UX Bootcamp

2023 – 2024

SCHOOL OF VISUAL ARTS

BFA Computer graphics

2015 – 2019

SKILLS

- C++
- Github
- Microsoft Access
- Excel
- Figma
- Miro
- Cinema 4D
- 2D & 3D animation
- Time Management
- Team Management
- User Research & Testing
- User Interface Design
- Wireframing
- Prototyping
- Branding

LANGUAGES

- English - Fluent
- Spanish - Fluent