

Diego Cabrera Brenes

3D GENERALIST | BLENDER · ANIMATION · VFX

Cartago, Costa Rica · Available immediately

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Portfolio: noahdigitalstudio.com

PROFESSIONAL SUMMARY

3D generalist specializing in Blender, with experience in animation studios, advertising, film production, and spatial visualization. I combine polished visuals, efficient production, and close collaboration, contributing to individual stages or delivering complete pieces. Six years of remote collaboration with design and marketing teams at Visme.

3D PRODUCTION AND TOOL DEVELOPMENT

- **End-to-end 3D production in Blender:** complete visual content for animation, advertising, film, and spatial visualization.
- **Animation and post-production:** character animation, motion graphics, compositing, and VFX using Blender and After Effects.
- **Tool development and applied research:** custom Blender add-ons, production workflow optimization, and Godot for interactive projects.

RECENT EXPERIENCE

Visme | 3D Artist and Motion Designer

U.S. company · Remote collaboration · 6 years

- Produced 2D and 3D animation, marketing videos, and visual assets for digital media.
- Created product and feature videos for websites and social media.

Independent 3D Artist | Noah Digital Studio

Costa Rica · Animation, visualization, and audiovisual production

- Produce renders, 3D animation, and VFX for clients and production teams; develop tools to streamline workflows.
- **Film:** produced animated clips for Maikol Yordan 3 and 3D visual effects (VFX) for Ahora o Nunca.
- **Pirulos:** produced children's music videos, handling multiple stages of 3D animation and audiovisual finishing.
- **Architecture and events:** produced renders and 3D animations for architectural projects, exhibition stands, and event spaces, including collaborations with EnEscena.
- **Branded content:** contributed to videos and visual assets for Lenovo, Google, WeloData, Dos Pinos, Kölbi, HTC, Toyota, and Porsche, among other brands.

EARLIER EXPERIENCE

Darwin Zone / Lionbridge | Video Producer and 2D/3D Animator

Escazú, Costa Rica · February 2015 - 2020

Academia de Matemáticas AMP | 2D Animator

San José, Costa Rica · August 2014 - February 2015

Animation and motion graphics.

JA Producciones Creativas | Senior 3D Designer and Animator

Costa Rica · 2013 - 2014

3D design, animation, research, and augmented reality.

Artopia Studio | Graphic Designer and 3D Animator

Costa Rica · 2012

Morpho Animation Studio | Graphic Designer and 3D Animator

Costa Rica · 2008 - 2011

ST Editorial | 3D Illustrator

Mexico · 2011 - 2013 and 2007 - 2008

3D illustrations for educational publications in physics, biology, and health sciences.

EDUCATION

- **Universidad Americana:** coursework in Advertising Design (2 years).
- **Universidad de Costa Rica:** university coursework (2 years).
- **Colegio de San Luis Gonzaga:** high school diploma.
- Ongoing self-directed learning in 3D design, animation, visualization, and production tools.

LANGUAGES AND COLLABORATION

Native Spanish. Written communication in English with translation support.

Available immediately for employment opportunities and project-based collaborations. Experienced in teamwork, clear communication, and incorporating feedback throughout the creative process.