

CÉSAR GONZÁLEZ FRANCO

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ABOUT ME

Creative Technologist, Junior Data Scientist, 3D Generalist, and Motion Designer with 15+ years combining 3D animation, motion graphics, VFX, video editing, and AI video generation with data visualization, predictive modeling, and automation. Skilled in Blender, Unreal Engine, After Effects, Octane Render, ComfyUI, Stable Diffusion, Python, and SQL. Passionate about merging creativity and analytics to deliver visually compelling and data-informed experiences.

RELEVANT COURSEWORK

- Machine Learning Supervised Models
- Unsupervised Learning Clustering
- Mathematical Optimization Metaheuristics
- Data Wrangling Feature Engineering
- Time Series Analysis
- Statistical Inference Hypothesis Testing
- Data Visualization Dashboards
- Big Data Technologies
- Database Design Querying
- Python Programming for Data Science
- 3D Modeling & Animation
- Motion Graphics Design
- Compositing & VFX
- Real-Time Rendering
- AI Video Generation (ComfyUI, Stable Diffusion, Runway, Kaiber)
- Video Editing & Color Grading
- Creative Coding for Visuals
- Design Thinking & Art Direction

EXPERIENCE

- nqub**
3D + Motion Lead + Junior Data Scientist

Atlanta, USA
2023 – 2025

 - Directed 3D animations, motion graphics, and immersive video projects for global campaigns.
 - Integrated AI video generation (ComfyUI, ControlNet, Stable Diffusion, Runway, Kaiber) into production pipelines.
 - Edited, composited, and color-graded video content for marketing, education, and entertainment.
 - Developed dashboards and analytics tools to inform creative decision-making.
- Henry**
Junior Data Scientist – Data Engineer

Buenos Aires, Argentina
2017 – 2023

 - Implemented predictive models, machine learning workflows, and optimization algorithms using Python and SQL.
 - Automated analytics workflows, reporting dashboards, and feature engineering pipelines.
 - Worked on clustering, regression, and metaheuristics for real-world datasets.
- Freelance**
3D/Motion + Data Visualization

Remote
2017 – Present

 - Delivered 3D, motion graphics, VFX, and AI-assisted video projects for clients including New Balance NY, Santana, Mambo Estudio.
 - Built Python and FFmpeg automation pipelines for video editing and data visualization.
 - Created interactive experiences combining 3D visuals, motion graphics, AI video, and data storytelling.
- Previous Roles**
Animator, Multimedia Designer

Colombia / Remote
2012 – 2017

 - Produced motion graphics, VFX, and video editing for education and advertising.
 - Integrated 3D visualization with data-driven storytelling and interactive media.

SKILLS

3D & Motion: Blender, Unreal Engine, Octane Render, Substance Painter, After Effects, Premiere Pro, Cinema 4D.
AI Video & Creative Tech: ComfyUI, Stable Diffusion, ControlNet, Runway, Kaiber, Pika Labs.
Video Editing & Compositing: Premiere Pro, After Effects, DaVinci Resolve, Nuke (basic).
Data Science & Analytics: Python, Pandas, NumPy, scikit-learn, SQL, Tableau, predictive modeling.
Creative Coding & Automation: Python scripting, FFmpeg, interactive media, visualization dashboards.

EDUCATION

Universidad Complutense de Madrid <i>Master's Degree – Big Data & Data Science</i>	2025 <i>Madrid, Spain</i>
UPC Universitat Politècnica de Catalunya <i>Master's Degree – Post-Production, Motion Graphics & VFX</i>	2018 <i>Barcelona, Spain</i>
Universidad ICESI <i>Bachelor's Degree – Interactive Media Designer</i>	2013 <i>Cali, Colombia</i>

LANGUAGES

Spanish (Native), English (Fluent), French (Basic)