

CÉSAR GONZÁLEZ FRANCO

Barcelona, Spain

+34 613 581 320 cesar.gonzalez.franco@gmail.com [linkedin.com/in/ctgfranco](https://www.linkedin.com/in/ctgfranco) cesargonzalezfranco.com

ABOUT

AI Video Specialist, 3D Generalist, and Motion Designer with 15+ years of experience in animation, VFX, and immersive media. Expert in 3D modeling, rendering, and compositing using Blender, Unreal Engine, Substance Painter, and After Effects. Specialized in AI-driven video generation and creative automation using **ComfyUI**, **Stable Diffusion**, **ControlNet**, and emerging video diffusion models such as **WAN**. Experienced leading high-end concept art, cinematic storytelling, and machine learning-enhanced workflows that blend data science, design, and real-time rendering to deliver innovative and scalable visuals for global brands.

COMPETENCIES

• 3D Modeling & Animation • Visual Effects & Post-Production • Motion Graphics Design	• Video Editing & Compositing • Real-Time Rendering • Technical Art &	• Simulation • Creative Coding for Visuals • Design Thinking & Art	Direction
---	---	--	-----------

SKILLS

3D & Motion Design: Blender, Unreal Engine, Substance Painter, After Effects, Octane Render, Premiere Pro, Cinema 4D, Redshift.

AI Video & Creative Tech: ComfyUI, Stable Diffusion, WAN, ControlNet, Runway, Pika Labs, Flux.

Video Editing & Compositing: Adobe Premiere Pro, After Effects, DaVinci Resolve, Nuke (basic).

Creative Coding: Python (automation, pipeline optimization), Processing, TouchDesigner.

EXPERIENCE

SAUVAGE.TV	Barcelona, Spain
<i>AI Video Specialist (Freelance)</i>	<i>Sep 2025 – Present</i>
– Leading the development of high-end concept art and motion design content for commercial and entertainment campaigns, blending 3D, VFX, and immersive storytelling techniques. – Creating innovative AI-assisted video generation workflows (ComfyUI, WAN models, ControlNet) to accelerate creative pipelines and deliver cohesive visual styles across multiple campaign assets. – Collaborating closely with creative directors to define visual identity, ensuring brand alignment, technical feasibility, and artistic excellence. – Applying data-driven insights to guide creative decisions and optimize production efficiency, bridging the gap between design and data science in a fast-paced studio environment.	
micro1	Remote
<i>AI Trainer (Contract)</i>	<i>Sep 2025 – Present</i>
– Curate and write high-quality prompts and ideal responses to improve large language model (LLM) performance. – Evaluate, score, and edit AI-generated outputs for accuracy, clarity, and alignment with guidelines. – Provide feedback to refine model behavior, tone, and reasoning across diverse tasks. – Collaborate asynchronously with the AI training team to maintain data quality and consistency. – Skills: LLM Evaluation · AI Alignment · Prompt Engineering · Content Quality Review · Critical Thinking.	
nqub	Atlanta, USA
<i>3D + Motion Lead + Creative Technologist</i>	<i>2023 – Present</i>
– Directed and produced 3D animations, motion graphics, and immersive video projects for global campaigns. – Developed real-time environments and cinematic sequences in Unreal Engine. – Integrated AI video generation (ComfyUI, ControlNet, Stable Diffusion) into production workflows, streamlining concept-to-final delivery. – Edited, composited, and color-graded video content in After Effects and Premiere Pro for marketing and educational media.	
Freelance	Remote
<i>3D Artist + Motion Designer</i>	<i>2017 – Present</i>
– Delivered 3D modeling, animation, and VFX projects for clients such as New Balance NY, Santana, and Mambo Estudio. – Created video editing and compositing solutions, blending CGI with live-action footage.	

- Explored AI creative workflows, producing generative video content using emerging tools and platforms.
- Designed immersive experiences combining 3D visuals, motion graphics, and interactive storytelling.

Henry **Buenos Aires, Argentina**
Motion Designer + Data Visualization *2022 – Present*

- Created animated educational content, mixing 3D motion graphics with clear visual storytelling.
- Produced video editing, animation, and compositing for online learning platforms.
- Applied AI-assisted content generation to accelerate production and improve visual impact.

A PASS Education **Colombia / Remote**
Motion Designer + Animator *2021 – 2022*

- Produced animated explainer videos and educational VFX.
- Managed full video editing pipeline: scripting, animation, compositing, and delivery.
- Implemented 3D visualizations and graphics to enhance learning engagement.

Mambo Studios / Asylum **Colombia**
3D + Motion Graphics Artist *2017 – 2021*

- Designed motion graphics, animations, and visual assets for advertising and entertainment projects.
- Edited and composited promotional videos, combining VFX with narrative-driven storytelling.
- Developed CGI assets, 3D renders, and product visualizations with Blender and Octane Render.

Avaya Creative Services **Colombia**
Multimedia Designer *2012 – 2017*

- Produced multimedia content including video editing, motion graphics, and 3D visualization.
- Collaborated with international teams on promotional video campaigns.
- Contributed to early adoption of interactive and immersive design workflows.

EDUCATION

Universidad Complutense de Madrid **2025**
Master's Degree – Big Data & Data Science *Madrid, España*

UPC Universitat Politècnica de Catalunya **2018**
Master's Degree – Post-Production, Motion Graphics and Visual Effects *Barcelona, España*

Pontificia Universidad Javeriana **2019**
Continuing Education – Administrative Management *Cali, Colombia*

Universidad ICESI **2013**
Bachelor's Degree – Interactive Media Designer *Cali, Colombia*

LANGUAGES

English: Fluent
Spanish: Fluent
French: Basic