



MARIA F. FLOREZ

MULTIMEDIA DESIGNER

Multimedia designer with a background in engineering and experience in manufacturing processes, which allows me to approach projects with an analytical and results-oriented approach. Currently focused on web development, UI/UX design, motion graphics and creation of digital experiences. I am motivated to generate value through creative ideas, collaborative work and innovative solutions.

SKILLS

Graphic Design



2d and 3d Animation



3D modeling and texturing



Web Design



Ux/UI Design



WORK EXPERIENCE

FATE SAICI

Operational Improvement Engineer | 2021 - 2025

I led process improvement projects, helped with scrap reduction and improvement of chronic production problems. Implemented 5S for standardization and visual management, and trained teams in problem solving tools.

LEAR CORPORATION

CI Leader | 2017 - 2021

I led continuous improvement groups, implementing more efficient processes in the plant through Lean tools, visual standardization and budget tracking. I strengthened my leadership, communication and focus on constant improvement.

FERRUM S.A.

Production Coordinator | 2016 - 2017

I coordinated new programs, managed personnel and supervised materials and stock. I promoted improvements in critical processes and standardization, developing skills in organization and interdisciplinary work.

LEAR CORPORATION

Process and Methods Engineer | 2014 - 2016

I designed ergonomic workstations, prepared technical documentation, balanced workloads and followed engineering changes. I participated in training and prototype development, consolidating technical and teamwork skills.

CONTACTS

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OUTSTANDING PROJECTS

2D ANIMATION | Cruz Roja Argentina

2D animated audiovisual story based on script and voiceover provided by the teacher, simulating a practice with a real client, applying animation principles, precise synchronization and careful aesthetics.

3D CHARACTER CREATION | Luigi Bros

I developed a 3D character from the principles of modeling and animation, choosing Luigi from Mario Bros as the main character. I animated the character performing a dance sequence, applying advanced modeling and rigging techniques in the process.

ILLUSTRATION | Pac Man estilo Tom Whalen

I recreated a Pac-Man piece inspired by Tom Whalen's graphic style, as a personal exercise to improve my vector illustration skills. I experimented with the combination of simplicity and details, keeping the essence of Whalen's colors and style.

EDUCATION

Instituto Da Vinci/ 2020 - Actual (Tesis)

Multimedia Design

Universidad Rafael Belloso Chacín 2004- 2009

Electronic Engineering

LANGUAGES

Spanish- Native

English- Intermediate

Portuguese- Básic