

David Flautero Contecha

Internship Graphic Designer

Bogotá, Colombia

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Hi, Im David a Graphic Designer that just got to finish his college program and is ready to work.

WORK EXPERIENCE

Ingenieria De Vias

Graphic Consultant - other Roles
Freelance Consultant in the company,
January 2010 - Present | Bogotá, Colombia

All Places For You

Graphic and Brand Consultant
Brand identity re-design, production and brand consulting activities.
June 2017 - August 2017 | Bogotá, Colombia

EDUCATION

LASALLE College Of The Arts

Bachelor of Graphic Design and Multimedia
May 2014 - August 2018 | Bogotá, Colombia

Pontifica Universidad Javeriana

Visual Arts emphasis on Audiovisual Expression
January 2012 - May 2014 | Bogotá, Colombia

LANGUAGES

Spanish (Native)

English (Advanced)

SKILLS

After Effects Fan, Arts And Craft, Basic 3D Modelling, Basic Html, Basic Painting
Illustration, Graphic Design, Graphic Production, Graphic Production Management,
Motion Graphics , Photography, Vector Illustration , Video Editing, Video Games Fan,
Video Production

SOFTWARE SKILLS

My current skills are tied mostly to the Adobe Suite.

Photoshop, Illustrator are the ones i have the most experience with.

I love After Effects, motion graphics are fun to make there, i do most of editing there too but of course without forgetting Premiere.

I have mess around a lot with most of Red Giant Trapcode Suite in After Effects.

Got some experience with DaVinci Resolve.

Got to work with Pro Tools for sound editing, Audacity and a bit of Audition.

InDesign for Print Editing, Books or Magazines assignments, but not really a software i can

say im superb at it.

Maya for 3d modeling and animation, college level skill.

Dreamweaver for HTML web design, also familiarized with other code writing software; know how the Wordpress and goDaddy platforms work.

Basic code writing in Processing, Live Shows software management like modul 8, XSplit and OBS Studio and basic MadMapper.

DJI software experience, mobile app and editor.

Various free video editing and photo editors software experience, including a big array of video game photo editors and game consoles software tools for video editing.

PERSONAL SKILLS

Natural inquisitiveness, the desire to figure things out, i have a fascination to know how things work to improve them or solve the problem at hand.

I was able to go and work on different frontlines and thanks to that i was able to meet a lot of work mates of different social and cultural structures that helped me grow my interpersonal skills, my leadership sense by watching all the different bosses made me able to follow or guide people, the ability to cooperate with many people and not get staggered when the workflow is heavy.

Due to have worked in a construction company for a long time and that i was surrounded by many Mechanical and Civil Engineers, i've acquired many of their traits.

Quick and Critical thinking, resourcefulness, ingeniousness, and listening skills. Applied creativity using Engineering theoretical concepts and applying them to the real world, although in Design words it would be the use of Arts History and Design principles to feed the creativity level of every project in a lot of ways.