

Francisco Martínez Weil  
BA Interactive Design  
November 9, 1987  
Mexico city, Mexico  
P: 044.22.70.98.06  
contact@ryoku-weil.biz  
http://www.ryoku-weil.biz  
Available for:  
Freelancing + Long Term  
Willing to Relocate

Develop functional projects of visual quality for the screen, everything from web design to 3D modeling and motion graphics. In order to join the active and growing industry of entertainment and marketing. I believe in storytelling as the root to communication.

## Outstanding Professional Objective

June 2011

Flash Game + Site Development  
@vivesinchatarra.

July 2010

Kueponi Expositor @ Microsoft  
Design Expo. Professional Project

January 2010 + 2011

PAS AC. Corporative animations.  
January 2009

Santander Bank, Universia.  
Online minigames. Flash based.

May 2008-November 2008

PHP api development for;  
Quevoyhacer.com

Summer 2008.

Website@COMAPROD(Board of Accreditation for Design Programs.)

June 2007-November 2007

Interactive Economy Museum (MIDE)  
Flash animator.

Studies BA in Interactive Design;  
@ Universidad Iberoamericana.  
->Script and Videogame course;  
By Paul Jenkins.  
-->Highschool;  
@ Thomas Jefferson Institute.

Tool Box Flash, Photoshop, Illustrator, Dreamweaver, Fireworks, Lightroom, AfterEffects, Imovie, Final Cut Studio Pro. Maya, Blender, Vue, and more...

Speaks Advanced Actionsript 2.0 + 3.0  
Intermediate Javascript & PHP  
Spanish and English.

ASPIRE TO GREAT  
CREATE TO GREAT

Ryoku Weil