

VALERIE BORRERO

MULTIMEDIA DESIGNER



vborrero.com



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(337) 781-2439

SKILLS

- Mac & PC User
- Collaborative & Goal Focused
- Bilingual (Spanish)
- Mechanical Aptitude for Troubleshooting
- 3D Generalist
- Analytical & Creative Solutions

PROFESSIONAL EXPERIENCE

Prepress Specialist

Oct 2020 - Present

Presstige Printing Bonita Springs, FL

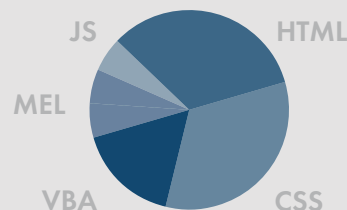
- Prepare graphic design files for press by: matching or converting to process colors, recoloring incorrectly used registration blacks, working with various color profiles, creating bleed where missing, embedding type, adjusting die lines, creating color separations for spot varnishes or foil effects.
- Create and submit print mock ups while maintaining well-organized version folders on the departmental server for team access.
- Create the technical layouts and impositions that will be used to create the metal plates for press.

Print Production | Wide Format + Press Operator

Mar 2012 - Oct 2020

Chico's FAS Fort Myers, FL

- Accountable for completing all Wide Format orders within deadlines.
- Certified HP Press Operator. Performed maintenance, diagnostics & repairs.
- Responsible for wide format logs, inventory & external vendor orders.
- Created designs for internal company events.



SOFTWARE



Photoshop



Illustrator



After Effects



InDesign



Premier Pro



Autodesk Maya | 3D

EDUCATION

BFA - Computer Animation

Miami Intl' University of Art & Design

2011

HP Indigo Printing Press Certified

Hewlett Packard Enterprise HQ

2014

Build Website UIs

CodeAcademy Intensive Program

2018

PROFESSIONAL EXPERIENCE CONT'D

Graphic Designer

Sep 2016 - **Present**

Freelance Fort Myers, FL

- Design custom illustrations, logos, icons, marketing promotional materials, brochures company branding & websites.

Graphic Designer + Illustrator

Playground Maps Miami, FL

Apr 2011 - Jul 2011

Freelancer (Playground Maps) Fort Myers, FL

Jul 2011 - Jul 2016

- Created custom marketing maps that illustrated client business locations and highlighted tourism points of interest.
- Managed a team of 10 artists during high profile projects.
- Coordinated between clients and team during development phase to maintain schedule.

Intern | UI Developer + 3D Rigger

Oct 2010 - Mar 2011

SYNQ Studios Miami, FL

- Developed custom UI to optimize rigging process by improving on frequently used tools and later automating complete tasks via custom MEL scripts.
- "Heaven Water" Project – Worked as a Character Technical Rigger.
- Tested 3D models for rigging. Collaborated with modelers and animators to determine what the project required and adjusted accordingly.

Equipment Assistant | Photo + Film + Print

Oct 2008 - Mar 2011

IT Dept. Miami Intl' University of Art & Design Miami, FL

- Routinely performed Film / Video / Photo equipment inspection and maintenance for checkout to students. Provided instruction or assisted on film shoots as needed.
- Assisted IT Department with computer lab updates, cable management, restocking equipment consumables around campus and other various tasks.
- Performed printing services of student work and student credentials.