

Samuel Cortes II

Writer / Film Director / Cinematographer / Computer Generated Assets & Animation Artist, VFX Compositor / Photographer / General Artist - 3D Modeling and Animation, Digital Art, Graphic Designer, Vector Artist, Traditional Arts .

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Professional Summary

Dedicated and detail-oriented professional artist and filmmaker with one year of screenwriting experience and two and a half years of experience in directing, raw footage capture, editing, VFX compositing, and production of high-quality video content and photography for social media platforms.

Experienced with industry-standard software for film and game production, such as DaVinci Resolve, Adobe Premiere Pro, After Effects, Final Cut Pro, Autodesk Maya, Blender, ZBrush, Unreal Engine, Nuke, Syntheye, Adobe Substance Painter and Sketchbook Pro.

Skilled in animation, with a strong background in 3D modeling.

Actively developing my portfolio as a

- 3D Modeler / Animator
- Visual Effects Artist
- Independent Filmmaker
- Graphic Designer and Vector Artist

Willing to relocate: Anywhere

Authorized to work in the US for any employer

Work Experience

Writer / Storyteller

Sovereign Creations-Ogden, UT

November 2024 to Present

- Responsible for conducting thorough research on assigned topics before starting the writing process.
- Creation of Plots, Themes, Settings & Characters
- Edited and proofread written materials for grammar, spelling, punctuation, clarity, and consistency
- Adapted writing style based on target audience demographics and brand tone of voice
- Generated creative ideas for new content pieces that aligned with company objectives
- Implemented feedback from clients or supervisors to improve the quality of written work
- Collaborated with graphic designers or multimedia specialists to create visually appealing content when necessary
- Optimized web page copy by incorporating relevant keywords without compromising readability or user experience
- Contributed regularly to team brainstorming sessions by providing unique perspectives on potential article topics
- Demonstrated excellent time management skills by consistently delivering high-quality work within tight deadlines

- Responsible for proofreading all written materials before distribution to maintain brand consistency
- Generated engaging social media posts that increased follower engagement by 5%

Independent Filmmaker

Sovereign Creations-Ogden, UT

December 2023 to Present

Independent Filmmaker:

I have written two short screenplays, directed two short films, and contributed to two other short films that won some awards at local some film festivals, including the 48 Hour Challenge in Salt Lake City.

Served as a key contributor in

- Script Writing: Generating ideas and concepts for characters, plot / stories.
- Story Boarding / Concept Art.
- Lead Scenic Designer: Builder of the worlds that characters on the stage and screen inhabit.
- Lighting Director: knowledgeable about a wide range of lighting equipment to achieve the desired mood, atmosphere, and effects required in each scene.
- Film Director: Directed multiple actors in large and small scenes for films.
- Captured Raw footage utilizing various camera techniques, angles and lens.
- Edited and assembled raw footage into a cohesive and compelling narrative, ensuring seamless transitions and continuity
- Collaborated closely with directors, producers, and cinematographers to understand their vision and bring it to life through the editing process
- Utilized industry-standard software such as Davinci Resolve, Maya, Blender, Unreal Engine, Nuke, Syntheye, Adobe Premiere Pro or Final Cut Pro to edit video content
- Applied creative storytelling techniques to enhance the emotional impact of scenes, capturing the essence of the story being told
- Implemented visual effects, color correction, and audio enhancements to improve overall production quality
- Managed multiple projects simultaneously while adhering to strict deadlines and maintaining attention to detail
- Reviewed footage for technical issues or errors in order to make necessary adjustments for optimal visual presentation
- Worked closely with sound designers and composers to ensure synchronization between visuals and audio elements
- Collaborated with post-production team members including sound editors, visual effects artists, and motion graphics designers for seamless integration of all elements
- Maintained organized file management systems for efficient retrieval of media assets during editing process
- Stayed up-to-date with emerging trends in film editing techniques, software advancements, and industry standards
- Provided guidance on shot selection based on artistic considerations as well as technical requirements of the project
- Performed quality control checks on final edited products before distribution or exhibition
- Successfully edited 1 feature films within specified timelines without compromising quality standards
- Incorporated feedback from clients/directors/producers into edits effectively resulting in improved final product
- Collaborated with colorists in achieving desired look through grading/color correction techniques
- Meticulously synchronized dialogue tracks with corresponding video frames for accurate lip-syncing
- Created engaging montages using dynamic cuts/transitions that enhanced storytelling aspect
- Demonstrated proficiency in utilizing advanced editing techniques such as split screens, time-lapse, and slow motion to add visual interest
- Ensured smooth continuity by seamlessly merging scenes through precise cutting and matching action

- Implemented creative transitions (e.g., cross dissolves, fade-ins/outs) to enhance the flow between shots
- Maintained a comprehensive archive of project files for future reference or re-edits
- Closely followed client briefs and specifications to deliver final products that met their expectations
- Incorporated special effects and CGI elements into footage when required
- Collaborated with directors in selecting appropriate music tracks that complemented the mood and tone of the film
- Synchronized sound effects with visuals to create impactful moments within scenes
- Adhered to copyright laws and licensing agreements when sourcing external audiovisual assets for projects
- Maintained open lines of communication with production team members throughout the editing process
- Demonstrated strong attention to detail in identifying continuity errors or technical glitches within footage
- Provided guidance on shot sequencing based on narrative structure and pacing requirements of the film
- Leveraged storytelling skills to effectively convey emotions, themes, or messages through edited sequences
- Collaborated closely with marketing teams to edit video content for advertising campaigns or social media platforms
- Incorporated feedback from focus groups/test screenings into edits resulting in improved audience reception
- Demonstrated ability to work under pressure during tight deadlines without compromising quality standards

3D Artist / Animation College Student & After Graduation

Myself-Ogden, UT

June 2021 to October 2023

Throughout the period since my graduation, I have been actively seeking opportunities to enhance and refine my current skill sets as a

3D Artist/Animator and an Independent Filmmaker.

3D Artist and Animator:

- Utilized & Currently Utilizing industry-standard software such as Maya or Blender to model characters, objects, and environments.
- Applied advanced rigging techniques to create realistic movement and expressions for animated characters
- Implemented keyframe animation techniques to bring static models to life with fluid motion
- Optimized rendering settings and utilized render farms to efficiently produce high-quality final animations
- Developed custom shaders or materials when necessary to achieve specific visual effects or styles
- Troubleshoot technical issues related to rendering, lighting, or performance optimization during the animation process
- Maintained an organized file structure for easy access and version control of project files throughout production stages
- Participated in regular team meetings and brainstorming sessions to contribute ideas for improving workflow efficiency
- Stayed up-to-date on industry trends, new technologies, and software updates relevant to the field of animation
- Collaborated with other departments (e.g., modeling, texturing) during pre-production stages for seamless integration of assets
- Contributed creative input during concept development phases by providing suggestions on character design or scene composition
- Implemented motion capture data into animations for realistic character movement when required
- Optimized animation performance by reducing polygon count or implementing LOD (Level of Detail) techniques

- Created dynamic camera movements and angles to enhance storytelling within the animation
- Incorporated principles of physics, anatomy, and kinetics to create believable and natural-looking animations
- Developed custom scripts or plugins to automate repetitive tasks or improve workflow efficiency
- Integrated special effects such as particle systems or dynamic simulations into animations for added realism

My immediate professional goal is to secure a position at a game studio for a period of three to five years, while also refining my current skill sets.

Education

Bachelor's Degree in Computer Science & 3D Animation

Full Sail University-Orlando, FL

May 2021 to October 2023

Skills

- Customer Data Management (2 years)
- 3D Animation (2 years)
- Editing (2 years)
- Communication skills (3 years)
- Blender (3 years)
- Sales (2 years)
- Organizational skills (3 years)
- Adobe Photoshop (3 years)
- Substance Painter (3 years)
- Video Production (2 years)
- Writing skills (2 years)
- Adobe After Effects (3 years)
- Film Director (3 years)
- Social Media Management (3 years)
- Microsoft Windows (5 years)
- Time management (3 years)
- Microsoft Office (4 years)
- Invoices (1 year)
- ZBrush (3 years)
- Order Fulfillment. (3 years)
- Screenwriting (2 years)
- Retail (2 years)
- Custodial Experience (2 years)
- Project management (3 years)
- Unreal Engine (1 year)

- Mac OS (3 years)
- Cinematographer (2 years)
- Video Editing (3 years)
- Microsoft Word (3 years)
- Filming (2 years)
- Customer service (3 years)
- Davinci Resolve (3 years)
- Maya (3 years)
- Nuke (3 years)
- Photography (3 years)
- Microsoft Office (3 years)

Links

<https://www.linkedin.com/in/samuel-cortes-ii-48a85222b/>

<https://sovereign-creations.com>

<https://sovereigncreations.artstation.com/>

https://www.instagram.com/_sovereign.creations_/profilecard/?igsh=cGMzM2IzMnZjNnFz

https://youtube.com/playlist?list=PLLRDrnu06f2_VLdo_ZLzfpUzBYkMTTyfj&feature=shared

Certifications and Licenses

Professional Storytelling / Writing Auditing Course.

November 2024 to March 2025

In this course, I audited varying formats of writing such as:

Multimedia Storytelling

Television Writing

Children's Entertainment

Screenplay Writing