

VICTOR BORNIA

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I AM A

Design graphics generalist and discerning problem solver who enjoys creating compelling visuals that deliver a clear message.



WITH EXPERTISE IN

1) **3D & 2D animation**, VFX, motion graphics, and editing, using Cinema 4D, After Effects, Premiere, and Apple Motion.

2) **Graphic design & illustration** for print, web, and broadcast, using Adobe Illustrator, Photoshop, and InDesign. Also fluent in HTML & CSS.

AND LOTS OF EXPERIENCE:



2019 - Present

Lead designer/ animator on Brain Games (NatGeo)

Delivering a wide range of graphics, from science/explainer animations to prop design to vehicle wraps.



2000 - Present

Freelance 2D & 3D animation work for Disney, Paramount, Comedy Central, Adobe, Nickelodeon, VH-1, Columbia/Tristar, The CW, PBS, History Channel, Proctor and Gamble, British Petroleum, and others.

Freelance web and print design work or a wide range of clients including books, magazines, brochures, banners, packaging, infographics, trade show booths, icon design, and web and print advertisements.

2000 - 2010

Lead Animator on Modern Marvels (History Channel)

3D and 2D animations and supplemental graphics for 60+ episodes of award-winning series, working directly with show producers to design and deliver informational pieces covering a wide range of topics (natural, mechanical, medical, military, etc.).

1998 - 2001

Animator/VFX artist with Foundation Imaging

Team member on multiple animated and live action TV and feature film projects including Star Trek Voyager, winner of 2001 Emmy for VFX.



animation reel: victorbornia.com/victorbornia/animation