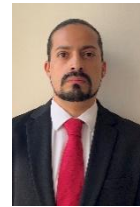


JULIAN VEGA

Project Manager · Senior Flame Artist · VFX Supervisor · Post Producer

c.julianvega@gmail.com · linkedin.com/in/cjulianv · vimeo.com/julianvsvs · bruxo.studio



PROFESSIONAL SUMMARY

With over 10 years of experience in development, production, management and finishing of audiovisual projects for advertising, film and television, in high-pressure environments.

Experience in strategy, management, rollout and implementation of post-production, VFX and custom software development projects.

I work on and supervise editing, CG element compositing, color-faithful compositing, color correction, matte painting, motion graphics, animation, beauty retouching and broadcast finishing.

Fully available to relocate.

KEY SKILLS

Main Software	Autodesk Flame · Adobe CC · DaVinci Resolve · Nuke · ComfyUI · Firefly · Claude Code
Post Disciplines	Editing · Conforming · Compositing · Rotoscoping · Matte painting · Audio design · Motion graphics · Color correction · Finishing · Animation · Pipeline design · PMBOK project management · AI image prompt generation · Local LLM deployment
CG Integration	2D/3D element integration · Maya · MetaShape Pro · SynthEyes (tracking)
On-Set Supervision	VFX breakdowns · Technical previsualization · Plate capture · 3D scanning · HDRI, photogrammetry and asset gathering · Continuity · Technical shot direction.
Tracking & Review	ShotGrid / Flow Production Tracking · ftrack · Frame.io · Airtable
Project & Office	monday.com · Trello · Microsoft 365 · Google Workspace · Apple iWork
Platforms / OS	macOS · Linux · Windows
Languages	English (TOEFL ITP) · Spanish (native) · French (DELFB2)

PROFESSIONAL EXPERIENCE

Project Manager · Transgenia S.A de C.V.

Feb 2026 – Sep 2026 Mexico City

- Project management for the implementation of Odoo accounting systems for the IHO/Debarca group and others.
- Internal change management and organizational culture work based on PMBOK 8th edition.

On-Set VFX Supervisor · Flame Artist · Post Producer · Project Manager

Freelance for:

1st Avenue Machine, Gut, Landia, A film production Company, Bionica, Detachment East, Wax NY, Caffeine Post, Maneki Post, Oriental Films, Ladoble, Central Films, Rebolucion, VDM, Santos Producciones, Bitt, Globetrotter, Primo Content, Furia, Terciopelo Films, Madrefoca films, Cluster Studio, Ratio VFX, Árbol and The Lift.

Jun 2021 – Feb 2026 Mexico City

- Lead end-to-end VFX production for advertising, film and digital content projects, stepping in from pre-production and on-set supervision through final delivery, or at a specific stage.
- Editing and post-production, finishing management, color correction and 2D/3D integration for broadcast-standard deliverables.
- Supervise and perform rotoscoping, matte painting and CG integration on multi-shot projects with tight editing deadlines.
- Direct client contact: briefings, review sessions and online sessions. Solving technical problems within advertising production timelines.

Flame Artist · Televisa S.A. de C.V.

Feb 2021 – Jun 2021 Mexico City

- Compositing and finishing in Autodesk Flame for a Telemundo project.
- Color correction, motion graphics integration and broadcast-standard quality control (QC) for high-volume daily production.

Nuke Compositor · Motion Graphics · Writer

Freelance for: Feroz Carmesí, FactMedia MX and Demente Films

Dec 2018 – Oct 2020 Mexico City

- Intermediate-level compositing in Nuke for a Netflix Latin America original production.
- CG integration, clean-up and delivery according to the VFX Supervisor's specifications.
- Motion graphics illustration and animation for federal governments and the Mexico City Police.
- Creative screenwriting, copyediting, and adaptation of a historical novel into a screenplay.

Flame Artist · Mograph Design · Urbano Medialab.

Dec 2017 – Dec 2018 Mexico City

- Finishing of advertising VFX in Flame for national and regional clients, with clients in the suite in real time.
- Subtitling, motion graphics, beauty retouching and compositing with CG integration for broadcast deliverables.

Post Producer · Editor · Freelance for: Lotería Nacional, Macario Producciones.

Oct 2014 – Dec 2017 Mexico City

- Episodic editing of lottery draws, documentary editing, color correction, motion graphics illustration and animation.
- Post-production supervision: scheduling, asset management and vendor coordination.

Head Editor · Favela Producciones.

Apr 2014 – Nov 2014 Cuernavaca, Morelos

- Management, maintenance and cataloguing of the material hosted on the local server.
- Assignment, supervision and approval of editing materials and pieces.
- Editing of news report pieces, programs and government reports for the Morelos state government.

EDUCATION & TRAINING

Introduction to Model Context Protocol (MCP) · Anthropic

2026 Online

AI Macro-Training Program (MeIA) · Universidad Nacional Autónoma de México (UNAM)

2025 Online

PMP Exam Preparation (ATP) · BSG Institute

2023 – 2024 Online

Film Production Course · Centro de Capacitación Cinematográfica (CCC)

2018 Mexico City

Bachelor's Degree in Mass Media Arts · Universidad de las Américas

2009 – 2013 Mexico City

Bachelor's Degree in Communication and Visual Design · Pontificia Universidad Javeriana

2005 – 2009 Bogotá

ADDITIONAL INFORMATION

Portfolio / Reel: bruxo.studio · vimeo.com/julianvsvs

Industry: Attended NAB Show (Las Vegas 2025) — active participation in the international Flame and VFX community, and tracking of pipeline trends.

Availability: Immediate. Open to relocation; valid passport and US B1/B2 visa.