Bruno Martinez

Portfolio: brunomartinez.online / Contact: bruno.mrtz.silva@gmail.com

Bruno Martinez is a graphic designer, 3D animator, and motion graphic artist . He believes ithat design can be more than simply utilitarian, and should be a way to invite art into our everyday lives while also meeting and exceeding the intended purpose of the work.

Experience

Graphic Designer

Co-Prosperity / Internship

August 2025 - January 2026

Co-Prosperity is a shared art space focused on community outreach and supporting local artists- I **created content and assets for the company website as well as social media posts**, and was in charge of the **visual direction for the 10th anniversary of their radio station.**

Software used: Adobe InDesign, Canva, Adobe Photoshop, Adobe After Effects, Autodesk Maya

Graphic Designer/Motion Graphic Artist

MB Co. / Hybrid

October 2023 - Ongoing

MB Co. (Meowballz Co) is a music collective that focusing on underground dance music. I'm responsible for making **3D and 2D animations** to go on top of recorded live sets, as well as **creating a brand identity** through **original promotional graphics and videos** for posting on social media.

Software used: Autodesk Maya, Adobe InDesign, Adobe After Effects, Adobe Photoshop

Assistant Editor

School of the Art Institute of Chicago / Hybrid

July 2024 - May 2026

Responsible for **editing and designing layouts** for the School of the Art Institute of Chicago highlighting artists and relevant news content. Charged with **overseeing the clarity and engagement of articles** while maintaining artistry in the design of the text itself.

Software used: Adobe InDesign, Adobe Photoshop

Freelance Design

Self-Employed / Remote

February 2023-Ongoing

Focusing mainly on music related clients, I make promotional material including **animated posters and music videos for artists and event organizers**. Beginning in Chicago's hardcore dance scene, I've now made work for groups in San Francisco, New York, Milwaukee, and other cities around the country.

Software used: Autodesk Maya, Adobe InDesign, Adobe After Effects, Adobe Illustrator, Adobe Photoshop

Education

The School of The Art Institute of Chicago

- Graduated in May of 2026.

Skills

- Advanced foundation of graphic design principles
- Knowledgeable in typography layout and manipulation
- Proficient in several animation programs for both 2D and 3D motion graphics
- Web development skills, familiar with html and css
- Image manipulation, both for basic retouches and more advanced stylizing
- Familiar with creating and working with brand identities

Programs

Id Ae Ai

Lr Ps Pr