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Sergio Sanchez

## Graphic Designer / GFX Operator

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### Profile

Digital artist who consistently immerses himself daily in both raster-based and vector programs with an enthusiasm and love for creating refined and innovative on-air graphics through programs such as Ross XPression and VizRT.

### Education

The Art Institute of Las Vegas  
Bachelor of Science – Gaming Art and Design

### Software Knowledge

Image Manipulation: Proficient in several workflows for creating and editing images through vector and raster-based means.

- Adobe Photoshop
- Adobe Illustrator

Layout: Competent in placing and arranging images to best convey a message that is easy to follow for any consumer.

- Adobe Photoshop
- Adobe InDesign
- Ross XPression

Animation: Reliable in ability to create motions, transitions, and movements within different software.

- Adobe After Effects
- Ross XPression
- Vizrt

Miscellaneous: Knowledgeable in the following programs as well;

- Adobe Premiere
- Autodesk 3DsMax and Maya
- Blender
- Pixologic Zbrush

### Other Skills

- Concept Art
- Storyboarding
- Research/Gathering References
- 3D Modeling
- 3D Animation
- Drawing
- Digital Painting
- Layout
- Bilingual (English and Spanish)
- Logo Design

### Experience

January 2024 – Current  
*ESPN, GFX Operator*

- Create on-air graphics and animate them through Vizrt for both studio shows and live events as well as assist in quality assurance of newly added or modified graphics packages for school control room distribution.

October 2021 – December 2023

*VSIN / Draftkings, Graphic Designer & GFX Operator*

- Crafted graphics and animations through Photoshop, After Effects, and Ross XPression to visually inform and entertain viewers of betting trends and special segments, while maintaining the integrity of betting lines and changes within odds.