JERICHO POSADAS

[LAYOUT ARTIST]

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+44 7584 569596

SITE
https://jerp0h.wixsite.com/jericho
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EMAIL
jech_posadas@yahoo.com

I'm an innovative person who solves challenges with persistence and creative thinking. I've always appreciated films, animations and cinematic games, but what truly captivates me is the narrative that a shot's composition can convey. I am passionate about well-executed cinematography and how it can build a scene, heighten emotions, or give subtle context, which is what I aspire for as a layout artist.

[EXPERIENCE]

JUNIOR 2D/3D LAYOUT ARTIST
BLINK INDUSTRIES / January 2024 – March 2025

- Translated 2D animatics into detailed CG sequences by animating cameras, prop animation, and designing custom set dressing in Maya.

- Composited 2D characters over 3D renders in After Effects, refining composition and applying camera effects such as shake and motion blur to enhance the visual polish beyond the animatic.

- Collaborated with supervisors and teams to ensure continuity, adapt swiftly to changes, and consistently hit sequence deadlines.

JUNIOR LAYOUT ARTIST
CINESITE / September 2022 – August 2023

- Animated full-CG and blended tracked cameras, applied cinematic principles, and laid out assets for CG shots on **Black Panther: Wakanda Forever, Hijack, The Witcher S3, and Nautilus (2024).**

- Built 3D environments and proxy models, created master layout shots to maintain sequence continuity, and collaborated closely with CG and VFX supervisors. Supported lighting, animation, VFX, and DMP teams by proactively resolving shot-specific issues.

INTERNSHIP LAYOUT ARTIST
CINESITE / July 2022 – September 2022

- Executed asset layouts for complex half-CG shots on **Black Panther: Wakanda Forever,** troubleshooting technical issues and ensuring seamless visual continuity across sequences.

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[EDUCATION]

BA (HONS) 3D GAMES ART & DESIGN
University of Hertfordshire / Hatfield / England / 2019 - 2022

LEVEL 3 EXTENDED DIPLOMA INTERACTIVE MEDIA DESIGN
City College Norwich/ Norwich / England / 2015 - 2017

[SOFTWARE]

- Maya
- Unreal Engine 4
- Substance Painter
- Zbrush
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe After Effects