



Daniela Ortiz

Senior Graphic Designer | Brand Designer | Illustrator | Pattern Designer | Motion Graphics

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<https://www.danielartstudio.com/>

TECHNICAL SKILLS

Graphic Design:

Photoshop, Illustrator,
Figma, InDesign, After
Effects, Premiere

3D & Animation:

ZBrush, Maya, Substance
Painter, Marvelous
Designer

Other: Art direction,
digital illustration,
procreate, content for
social media

LANGUAGES

Spanish: Native
English: Fluent
French: Fluent
Italian: Intermediate

Graphic designer with over 9 years of experience working with international agencies and high-profile brands. I integrate Graphic design, Fashion Illustration Patterns, 3D modeling, animation, and digital art techniques to create visually powerful and functional creative solutions.

PROFESSIONAL EXPERIENCE

Graphic Designer - BIKINI VILLAGE | LA VIE EN ROSE (Canada)

Sept 2025 - Present

Focused on digital design for Bikini Village's marketing and e-commerce initiatives, creating social media campaigns, motion graphics and video content for in-store digital screens, email marketing newsletters, website and landing page designs, banner updates, and large-scale promotional campaigns in collaboration with partner brands.

Freelance Graphic Designer (Canada)

2025

Developed graphic projects for independent clients and created innovative interfaces using Figma, with a focus on user experience and accessibility.

Integrated artificial intelligence into creative processes, including product photography and visual content.

Courses & Professional Development, Innovative Web Design in Figma, Product Photography with AI

UI/UX Design Specialization: From Research to Accessibility

Graphic Designer – RUDSAK (Canada)

2024 - 2025

Creative and detail-oriented Graphic Designer at Rudsak, specializing in fashion graphics and creating concepts for the fashion seasons. Proficient in integrating clothing onto models to create realistic visuals.

EDUCATION

ISART Digital

Montreal

Master 3D Generalist
(AEC & RNCP level 7)

Valedictorian 2022 Rodeo
FX Scholarship Winner

CREAPOLE

Paris

2nd & 3rd year of Visual
Communication & Design

Istituto Marangoni

Milan

Master in Brand
Management for Luxury
Brands (Magna Cum
Laude)

Lasalle College

Colombia

Fashion Design (Thesis with
Honors)

3D Character modeler – Mikros Animation (Canada)

2022 – 2023

Experienced in creating 3D human characters and animals for animation films.
Contributed to “Thelma the Unicorn” project by modeling children characters and
designing accessories and clothing for various characters. Proficient in facial
blendshapes using the BCS System.

Runner & Graphic Designer – Mikros Animation (Canada)

2021 – 2022

Designed internal branding visuals and supported studio production.
Experienced in developing cohesive visual identities that align with organizational
objectives.

Art Director – CCBRAND S.A.S. (Colombia)

2017 – 2019

Led artistic direction and graphic design for brands including Schwarzkopf,
Revlon, and Quaker.
Developed digital campaigns and multi-format visual materials.

Graphic Designer – J. Walter Thompson (Colombia)

2014 – 2015

Designed visual content for major clients such as Juan Valdez, Caja Social Bank,
and World Vision.
Created concepts and designs for BTL and ATL campaigns.

Freelance Graphic & 3D Designer

2015 – 2019 | Colombia

Created branding, editorial design, social media visuals, and 3D modeling for
clients in fashion, art, medicine, shops....