







***pixel.herbs***

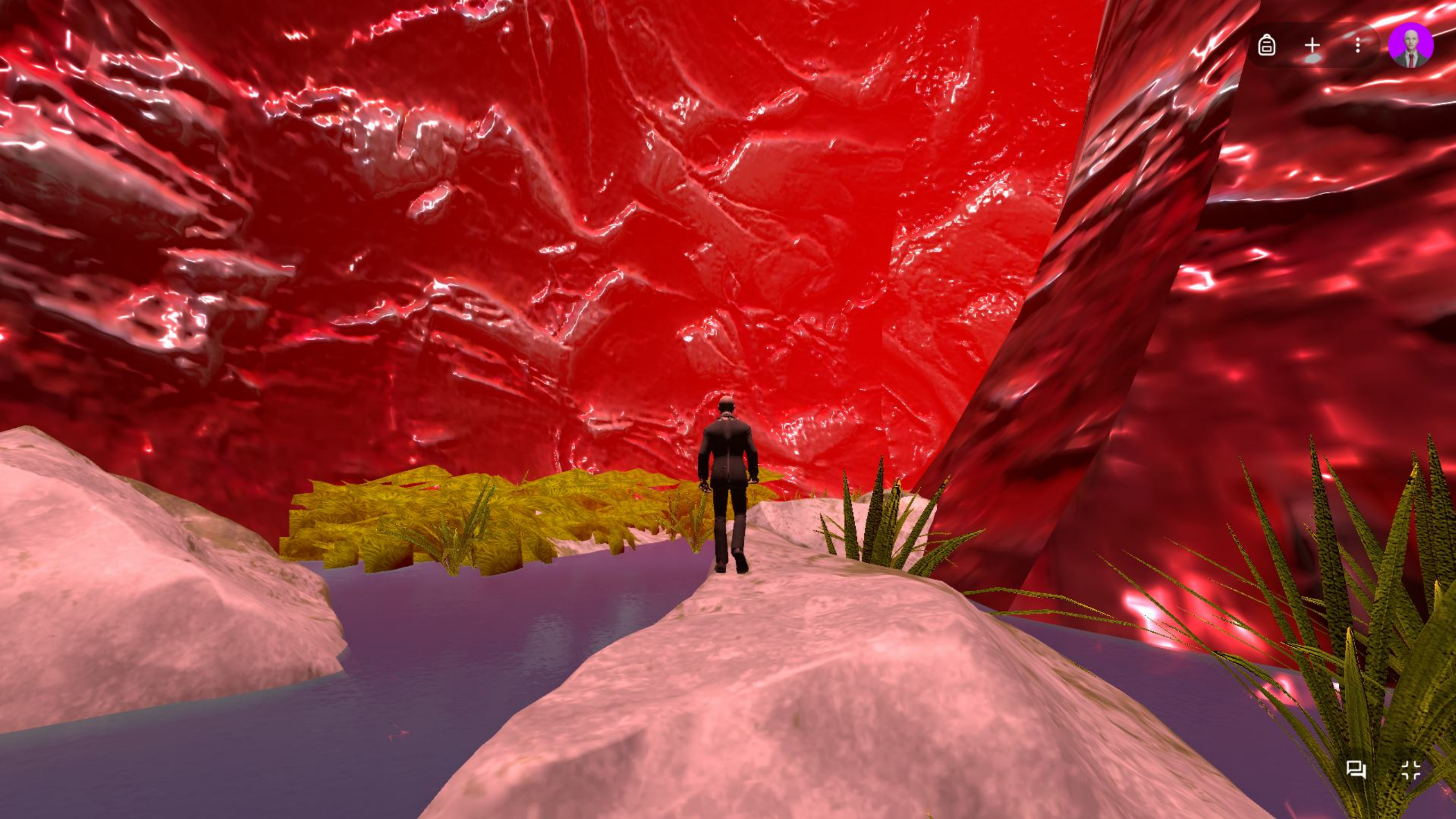
Project for VRN, commissioned by virreina.space  
2024

<https://virreina.space/>

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3D Animation  
Software: Flow Scape + Blender + DaVinci Resolve





***La Finca de Hoy***

Project for VIRREINA, commissioned by Espacio Continuo Gallery and the Wrong Biennale 2024

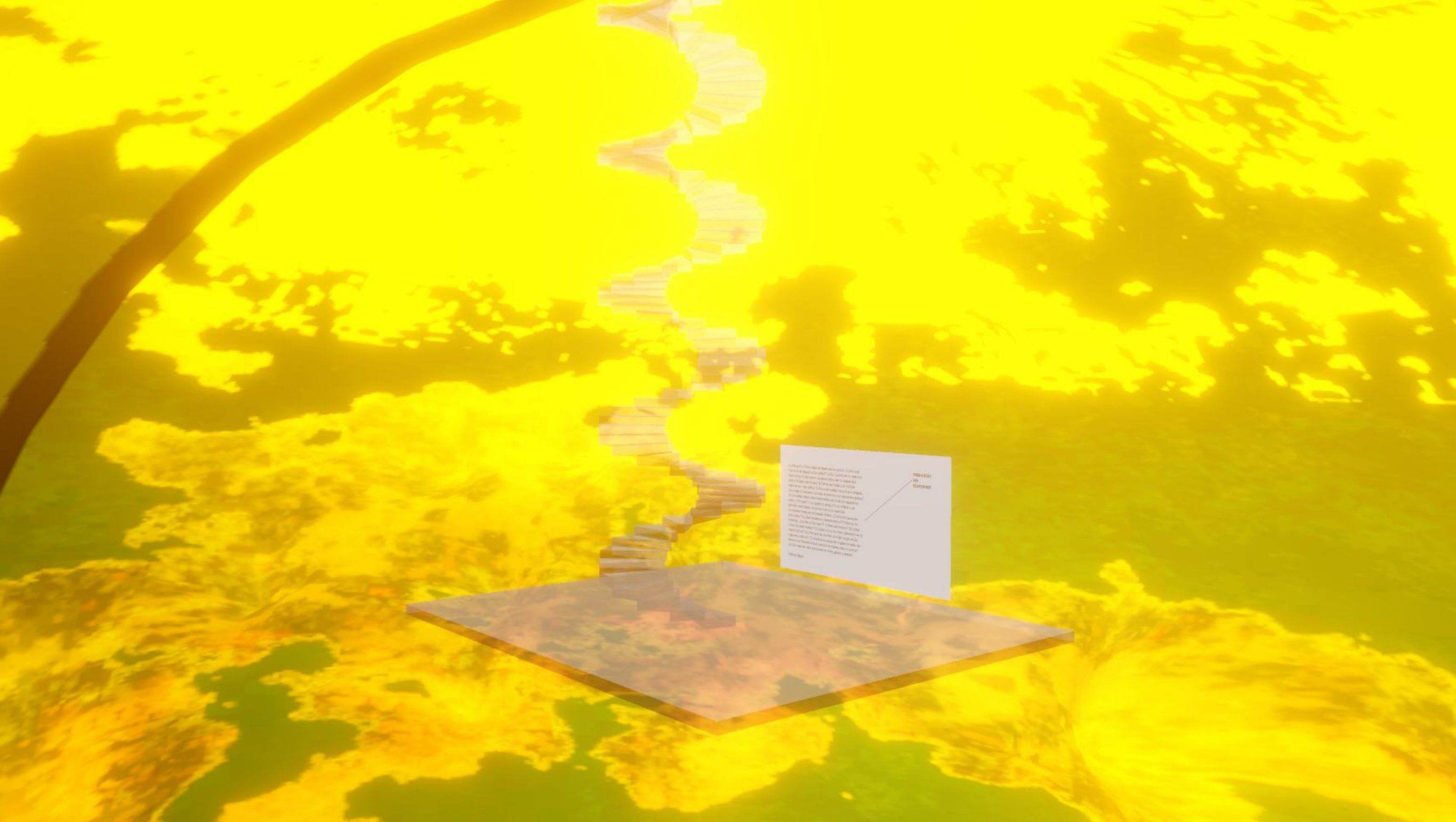
<https://farming-today.xyz/>

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Level Design

Software: Unity + Blender + Spatial





### ***Odd Horizons***

Project for Angie Rengifo, commissioned by Festival Realmix 3.0

2023

<https://realmix.gov.co/es>

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Level Design

Software: Unity + Blender + Spatial





***ciberpastoreo***

Project by Johnson & Jeison, commissioned by the IDARTES grant "Circulación de la Red Galería Santa Fe 2023".

2023

<https://vimeo.com/852621955/2c97c68b5c>

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Live Simulation

Software: Unity + Blender + DaVinci Resolve





### ***Roach Trip***

PC videogame developed as part of the 3rd Unity Bootcamp sponsored by Generation Colombia and Bogota Institute of Technology

Developed with Alejandro Mosquera, Mauricio Pineda and Sebastián Gómez.

2023

<https://argamasa.itch.io/roach-trip>

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Level Design

Software: Blender + Unity





***más verde que los jardines en flor, pero más estéril que el césped de plástico***

Project by Sebastián Mira, commissioned by the “Creación para jóvenes artistas” program of Ministerio de Cultura de Colombia  
2022

<https://vimeo.com/752800958/a326ebaa6a>

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3D Animation

Software: Blender + DaVinci Resolve





**Baba**

Project for Johnson & Jeison, commissioned by Festival Realmix 2.0

2022

<https://plataformavirtualnw.net/nRB2gb5/johnson-and-jeisson>

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Level Design + Online Performance

Software: Blender + MozillaHubs





### ***Wiiifiiuuu***

Project for Johnson & Jeison + Tatyana Zambrano, commissioned by 46° Salón Nacional de Artistas, Ministerio de Cultura de Colombia 2022

<https://artesvisuales.mincultura.gov.co/sna46/wiiifiiuuu/>

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Level Design  
Software: Blender + Unity





**Baba**  
Project for Luisebastián Sanabria, commissioned by Artists Program, Universidad Torcuato di tella  
2022  
<https://vimeo.com/775322009/4aceadd586>

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3D Animation  
Software: Blender + DaVinci Resolve





***Bajo tu manto me oculto***

Project for Juan Echeverry, commissioned by Paraíso Fiscal  
2022

<https://bajotumanto.glitch.me/>

\*

3D interactive website for mobile and desktop

Software: Blender + A-Frame





***Te mentí, no tengo Netflix. Te traje a una expo***

Project for Johnson & Jeison, commissioned by Abrir Galería  
2021

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NFT series

Software: Blender + Photoshop





***Estrellita mañanera***

Project for VRN, commissioned by virreina.space  
2022

<https://vimeo.com/707819851/2eec79b159>

\*

3D Animation

Software: Blender + Adobe Premiere





***Temporada de Eclipses***

Project for Luisebastián Sanabria + MSD, commissioned by the Modern Museum of Medellín - MAMM  
2021

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Archiviz  
Software: Blender





**SINDICATO VIRTUAL DE MODS · VIDEOJUEGOS Y CONTEMPORANEIDAD: DIÁLOGO ENTRE VOCES DE UNA IDENTIDAD MÚLTIPLE**

### ***Sindicato virtual de mods***

Project for Guim Camps, commissioned by LaCapella / Museo La Tertulia  
2021

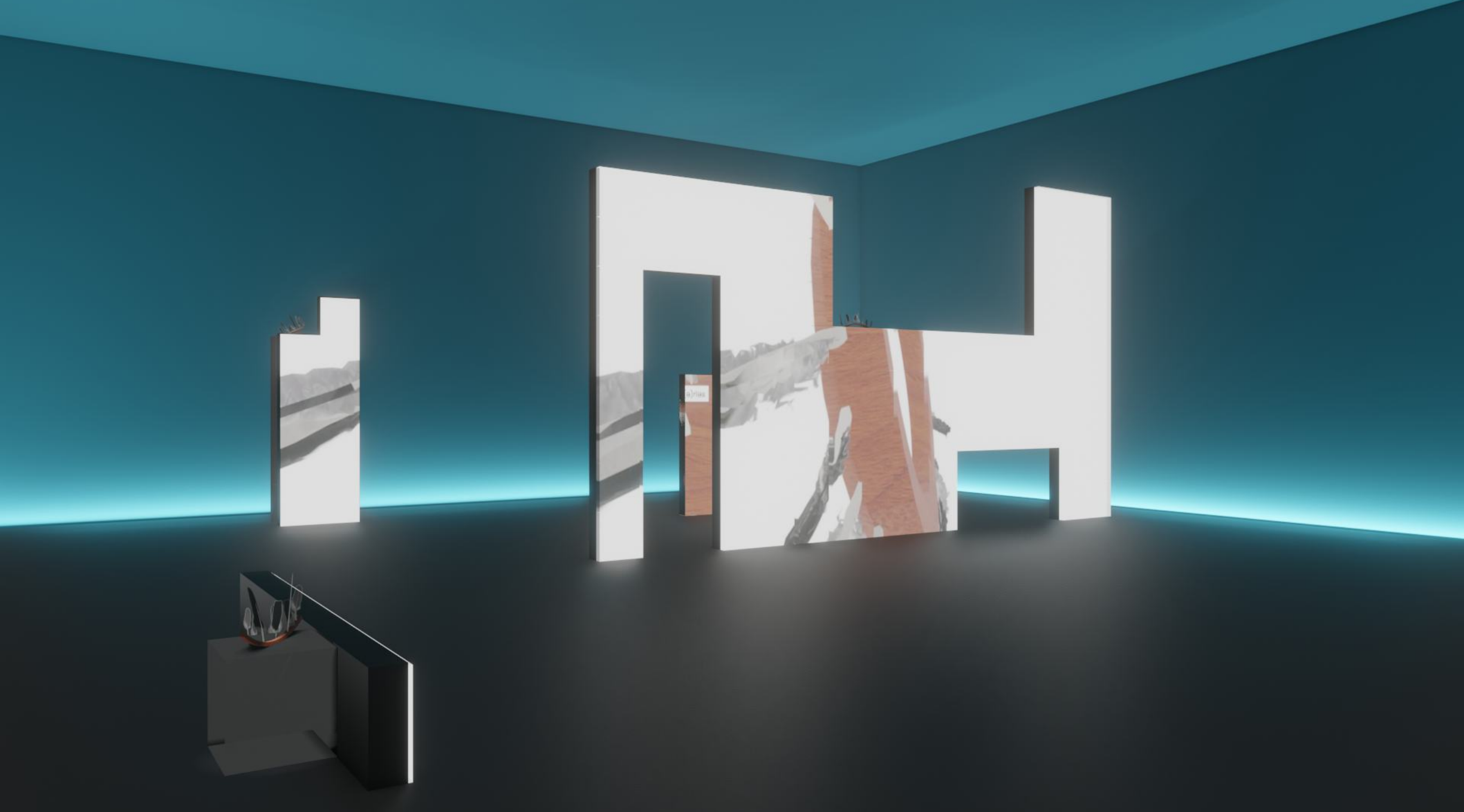
<https://www.youtube.com/watch?v=FSfoDKqm1YE>

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3D Animation

Software: Google Collab + Adobe Premiere + Adobe After Effects





**wī(ə)rləs**

Project for Christian Salablanca, commissioned by PIVO  
2021

<https://vimeo.com/701325194>

\*

3D Animation + Archviz

Software: Blender + DaVinci Resolve





**(U+1F4BB)**

Project for Sebastián Mira  
2021

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Archiviz  
Software: Blender





**εμοσιονομική**

Project for Johnson & Jeison

2021

<https://vimeo.com/530603389>

\*

Animación 3D

Software: Blender + Adobe After Effects + Adobe Premiere + Mixamo





***ya la oveja arisca, ya el cordero manso***

Christmas card commissioned by MAMM

2020

<https://vimeo.com/490222623/2cbb8dd2d0>

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Animación 3D

Software: Blender + Adobe Premiere





***Cuenta conmigo, mi amor***

Project for MSD, commissioned by Galeria Santafe  
2019

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Archiviz  
Software: Blender





***Escaleras Futuras***

Project for MSD, commissioned by Galeria Santafe  
2019

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Archiviz

Software: Blender + Adobe Photoshop





***Así mueren las cosas***

Project for Mario Santanilla, commissioned by Espacio Odeón

2018

<https://vimeo.com/310629166>

password: Odeon

\*

3D Animation

Software: Blender + Adobe Premiere