Hi, I'm Román,
I'm a Multimedia Designer.

Multimedia designer with over 20 years of experience, specializing in digital content across various platforms. Expert in Adobe Photoshop, Illustrator, InDesign, Premiere, After Effects, and Cinema 4D, with knowledge in 3D modeling and animation using Autodesk Maya and Fusion 360. Experience in editorial design, audiovisual production, interactive media, and web technologies. Bilingual in Spanish and English, with basic programming knowledge. I have worked in university education, private companies, and government projects.

Education

BS Digital Media
John Brown University

Master Motion Design
Universidad de Barcelona

Languages

Spanish
Fluent/Mother Tongue

English
Advanced

Portfolio

https://romanheads.myportfolio.com/

Work Experience

Technical Collaborator   2022-Present
Natiponal Institute of Health of El Salvador

Design of bilingual multimedia content for social media and article layout in InDesign. Creation of tutorials and videos for Alerta magazine, improvements to web design in WordPress, and generation of XML JATS indexes. Adaptation of the graphic line for promotional campaigns, review of articles in HTML and PDF, and complete design of the magazine in both formats.

Professor of Graphic Design   2017-Present
Francisco Gavidia University

As a university professor, my responsibilities include planning, teaching, and evaluating courses in Video Production, Animation, and Web History, using multimedia software such as Adobe Photoshop, Illustrator, InDesign, After Effects, Premiere, and Audition. Additionally, I report on student progress and performance, ensuring a practical and up-to-date approach to the use of professional tools.

Professor of Graphic Design   2010-Present
Technological University

As a university professor, I am responsible for planning, teaching, and evaluating courses related to advertising design, editorial design, corporate image, artistic photography, and multimedia design, among others. I use specialized software such as Adobe Photoshop, Illustrator, InDesign, After Effects, Premiere, as well as Autodesk Maya and Mudbox. I also encourage creativity in two- and three-dimensional workshops and address communication ethics, providing a comprehensive education in graphic and multimedia design.