

MARTIN MORILLO III - VISUALIZATION & EXPERIENCE DESIGNER

Designing production-ready experiences through cinematic storytelling, motion, and digital media.

Portfolio: martinmorillo.com E: martin.morillo.design@gmail.com P: [347-845-7896](tel:347-845-7896) Pasadena, CA

EXPERIENCE

2024 - Current | Freelance **3D Visualization Designer** Pasadena, CA

I provide CGI and execute the full design process while integrating AI across 2D sketching, 3D modeling, visualization, photography, animations, branding, and presentation media for automotive, product, and construction projects. My workflow translates concepts into production-ready designs for diverse stakeholders. I'm currently collaborating with computer science and film partners on a VR interactive experience startup.

2023 - 2024 | **Visualization Designer** at **Mullen Automotive Design Irvine, CA**

I led in-house CGI direction for vehicle films while coordinating with cross-functional global partners to deliver production-level media. My work integrated AI across storyboarding, interface design, 3D modeling, animations, rigging, and texturing, alongside UX/HMI motion design, VR experience, showcase design, post-production, audio design, and marketing assets.

- Produced Design Launch Film and showcase for [Mullen Five RS EV \(CES 2024\)](#)

Late 2022 | **Vehicle Design Intern** at **Hot Wheels Design El Segundo, CA**

I developed multiple die-cast projects, including an original third-axle rotating play mechanism for 2023-2024 and my Hot Wheels-sponsored ArtCenter thesis vehicle. My work included sketches, renders, 3D models, animations, storytelling, and presentations, including collaboration with a cross-department team of five for a company-wide project showcase.

- Designs produced [Flippin Fast](#) | [WB Anniversary Sylvester Character Car](#) | [Birthday Burner](#) | [Small Bloc Tooned](#)

Early 2022 | **3D Design Intern** at **UNITED NUDE Design Los Angeles, CA**

I worked under the guidance of Architect & Creative Director Rem D. Koolhaas, providing sketches, 3D models, and visualization for automotive (Lo-Res), footwear, eyewear, products, and media. My work expanded the brand's digital ecosystem (NFTs), supporting a metaverse experience through architectural visualization and 3D-printable products. I was entrusted to oversee all 3D-printing and rapid prototyping for each design.

- Produced 3D and visualization assets for the [Lo Res Car](#) and seasonal footwear collection through 2023

2019 - 2021 | Freelance **3D Concept Designer** NY & CA

Tasked with 3D modeling interior components and layouts of RV's and home renovations with Maya, Alias & Blender. Displayed technical knowledge in Architecture, Construction & Mechanics attained with BCT Diploma.

EDUCATION

2017 - 2022 | **ArtCenter College of Design Pasadena, CA** - BS in **Transportation Design**

UG Entry, Enhanced Portfolio Scholarships - ArtCenter Transportation Department 2017 - 2022
Campus Gallery Showcase - ArtCenter 2019

2015 - 2017 | **Montclair State University, NJ** - BFA in **Industrial Design**

Campus Gallery Showcase - Montclair State University Finley Hall Gallery 2017

2011 - 2015 | **Bergen County Tech HS Paramus, NJ** - Technical Diploma in **Architecture, General Contracting**

Performed through apprenticeship to develop structural drawings, carpentry and construction on campus property.

SKILLS

Blender (2D, 3D, Animations, VFX, & Compositing) | Unreal Engine | Alias | VRED | Rhino | Adobe CC (Photoshop, Premiere Pro, After Effects, Illustrator, InDesign) | Figma | FL Studio (SFX & Music) | Sketching | Generative AI (Image, Video & Music) | VR | Stage & Architectural Design | Automotive Design | UX/UI & HMI Design | 3D-Printing & Rapid Prototyping

INTERESTS

Augmented Reality | Photography | Branding | Software Development | Barbering & Hairstyling | Games, Film, & Technology