

JOSE BRINGAS

Ontario, CA. 571-342-2738 - <https://josedoesmagic.com>

DEMO REEL: <https://www.youtube.com/watch?v=bx8ooKHuslc>

Creative Technologist with a strong foundation in game engines, real-time VFX, and art tooling for real-time apps. I bring a cross-disciplinary skillset blending programming, interactive storytelling, and optimization for VR/Real Time environments.

HIGHLIGHTS

- **Neural-Imaging & Generative AI:** Hands-on experience using neural-network image generation (Stable Diffusion, TouchDiffusion, diffusion-based systems) for real-time animation, image conditioning, and creative R&D pipelines.
- **Advanced pipeline engineering:** Developed custom workflows and experimental systems integrating CV, AI/ML, GenAI and procedural animation, producing artistic outputs for galleries, installations, and interactive media.
- **Strong Brief Interpretation & Tool Selection:** Consistently translate creative direction into technical solutions, choosing the right models, workflows, and frameworks to deliver targeted artistic results.

WORK EXPERIENCE

Independent Consultant— Ontario, CA

Creative Technologist | May 2025 – Present

- Developed real-time visual systems using diffusion models, CV pipelines, and neural-generated imagery. Built modular R&D prototypes blending GenAI, motion analysis, and procedural animation.
- Created tools for artists and designers to drive interactive installations and live systems.

UP360 Inc. — Ontario, CA

Technical Artist | Apr 2023 – May 2025

- Collaborated cross-disciplinarily with animators, designers, and tech artists to bring VR training experiences from pre-production to deployment.
- Worked closely with creative directors and supervisors, delivering solutions aligned with strict creative briefs.

Rocket Science VFX — Ontario, CA

Digital Matte Painter | Sep 2022 – Jan 2023

- Followed artistic direction from supervisors while integrating technical workflows to deliver consistent, high-fidelity matte paintings for episodic television and feature shows.

Imprint Marketing Group Inc. — Ontario, CA

Motion Graphic Designer | Mar 2022 – Sep 2022

Perrito Pituco — Lima, Peru

Social Media & Content Creator | Mar 2020 – Nov 2021

Multivision S.A. — Lima, Peru

Social Media & Content Creator | May 2019 – Feb 2020

Furia Audiovisual — Lima, Peru

Social Media & Content Creator | Abril 2018 – Feb 2019

EXHIBITIONS & PRESENTATIONS

- **The Artificial - Art Gallery of Ontario, March 2025**

Developed and exhibited a real-time animation system using TouchDesigner, Stable Diffusion and procedural motion systems.

- **AI, ML and Computer Vision. Voxel51 webinar series - June 2025**

Guest speaker on AI/ML tools in creative workflows; presented modular design principles for motion capture and generative media.

PROGRAMMING LANGUAGES, TOOLS & FRAMEWORKS (regular usage in bold)

- Language: **Python**, **Blueprint scripting**, VEX, C++, C#
- AR & VR: **Quest 3/2**, **Kinect V2**
- 3D and Real-Time: **Unreal Engine 5**, **Blender**, Houdini, Unity, TouchDesigner, ComfyUI
- ML & Computer Vision: **PyTorch**, **TensorFlow**, **YOLOv8**, **OpenCV**, Cuda Dev Toolkit
- Version Control & Dev Tooling: **PyCharm**, **Google Colab**, GitHub, Git
- Media Production: **Premiere Pro**, **After Effects**, Illustrator, Photoshop, Davinci

STUDIES & CERTIFICATIONS

- **Microcredential on Practical Computer Vision with Pytorch**
OpenHPI (Germany) | 2025
- **Postgraduate Diploma in Visual Effects**
George Brown College (Canada) | 2021 – 2022 | Grade: GPA 3.92
- **Microcredential on User Experience Design**
Toulouse Lautrec Institute (Peru) | 2020

LANGUAGES

- English (Advanced)
- French (Intermediate)
- Spanish (Native)

REFERENCES (contact details upon request)