

JORGE MARTINEZ

Creative Technologist — AI Video, Generative Visuals & Interactive Web

BERLIN, GERMANY · OPEN TO HYBRID / REMOTE (EU) · AVAILABILITY: 3 MONTHS' NOTICE

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01 SUMMARY

Creative Technologist with ~20 years across computer graphics and frontend development. I started with about 10 years in computer graphics as a freelancer and 3D artist (modelling, texturing, lighting, promo videos), then spent 10 years building interfaces in React. Now I combine both: I make AI video and generative visuals, and I build the workflows and tools that turn AI experiments into reliable production. Strong eye for typography, colour and motion. I can prototype what I design.

02 SELECTED WORK

Workflow Study: From Static Moodboard to Video

Turning a moodboard into a consistent video sequence.

SORA 2.5

Cinematic Continuity Study

Keeping characters and look consistent across shots.

SORA 2.5 MIDJOURNEY

Algorithmic Motion & Geometry

Generative motion studies.

P5.JS

Multi-Shot Video Generation & Lip-Sync

Multi-shot narrative with synced dialogue.

SORA 2.5 WAN 2.6

Fully Automated Video Editing with AI

A pipeline that edits video automatically.

HYPERFRAMES CURSOR

3D Motion Graphics & Physics Simulation

BLENDER

03 EXPERIENCE

Senior Frontend Developer — CLAAS

BERLIN · SEP 2024 – PRESENT

- Build interactive, map-based tools: extended a custom geological editor (OpenLayers) in React/TypeScript.
- Set up Playwright testing across a monorepo to keep releases reliable.

Senior Frontend Developer — Remind.me

BERLIN · JAN 2021 – AUG 2024

- Led Puppeteer-based automation systems that took over repetitive workflows at scale and increased revenue capacity.
- Cut initial load time sharply by reworking the React/Redux and micro-frontend architecture.
- Worked with cross-functional teams to iteratively improve product features and user experience.

Frontend Developer — EverEstate

BERLIN · JUL 2018 – OCT 2020

- Built a reusable React component library that sped up feature work and cut UI bugs.

Frontend Developer — Mobilejob GmbH

BERLIN · FEB 2016 – JUN 2018

- Created a design system (50+ components) adopted company-wide.
- Rebuilt the CSS architecture (utility-first), shrinking stylesheets by 40%.

Frontend Developer — Neuraum Ventures

BERLIN · APR 2015 – JAN 2016

- Built data-driven UIs with React, using modular components and a scalable CSS architecture.

Junior Frontend Developer — Booming-Games

BERLIN · JAN – MAR 2015

- Built responsive landing pages and a validated contact form.

3D Artist — TrianGraphics

BERLIN · JAN 2009 – 2015

- Created 3D assets and graphic content: modelling, texturing, lighting and UV mapping.
- Produced promotional videos.
- Handled project management and software testing.

TOOLS: Blender, Photoshop, GIMP

Freelance 3D & Graphic Designer

SPAIN · 2005 – 2009

- 3D and graphic design work for local clients, including the Estepona fire department.

Webmaster & Designer — Allocases

BERLIN · APR 2012 – JAN 2013

- Ran the online shop: products, collections and content.
- Designed the branding, logo and shop theme.

Founder — Noise is King (noiseisking.com)

PERSONAL PROJECT · FEB – DEC 2013

- Free collection of drum-synth presets for Ableton Live's Operator.
- Made everything: website, logo, tutorials and the presets.

04 PROJECTS

D-S-G-N-R — Prompt-to-product AI app

WIP · GITHUB.COM/GIORGIOMARTINI

- Generates AI art from prompts and turns it into physical products via Printful.

TOOLS: Next.js, FastAPI, Replicate (Ideogram), OpenAI API, Printful API

JamSession — Social network for music producers & DJs

- Location-based platform for 1,000+ musicians, with interactive Mapbox maps.

TOOLS: Express.js, MongoDB, Mapbox

05 SKILLS

AI video	Sora, Kling (motion control), Wan, LTX-2, Higgsfield
AI image	Midjourney, Nano Banana, Flux (custom LoRA via Replicate), Ideogram
3D & design	3D modelling, texturing, lighting, UV mapping, Blender, Photoshop, GIMP, typography, colour, layout, branding
Creative coding	p5.js, generative/algorithmic design
Automation & pipelines	Puppeteer, Python, FastAPI, OpenAI API, Replicate
Web	React, Next.js, TypeScript, Tailwind

06 EDUCATION

AI Engineering Program — Masterschool

FEB — MAY 2025

- LLMs, prompt engineering, Python, FastAPI. Built a project using Flux 1 Pro with a custom LoRA.

Media Production — IES International Media Education School

2003 — 2005

- Video editing, audiovisual production, web foundations.

07 LANGUAGES

Spanish (native) · English (C1) · German (C1)