



Bruno Bez - Resume

bruno3ez@bruno3ez.com

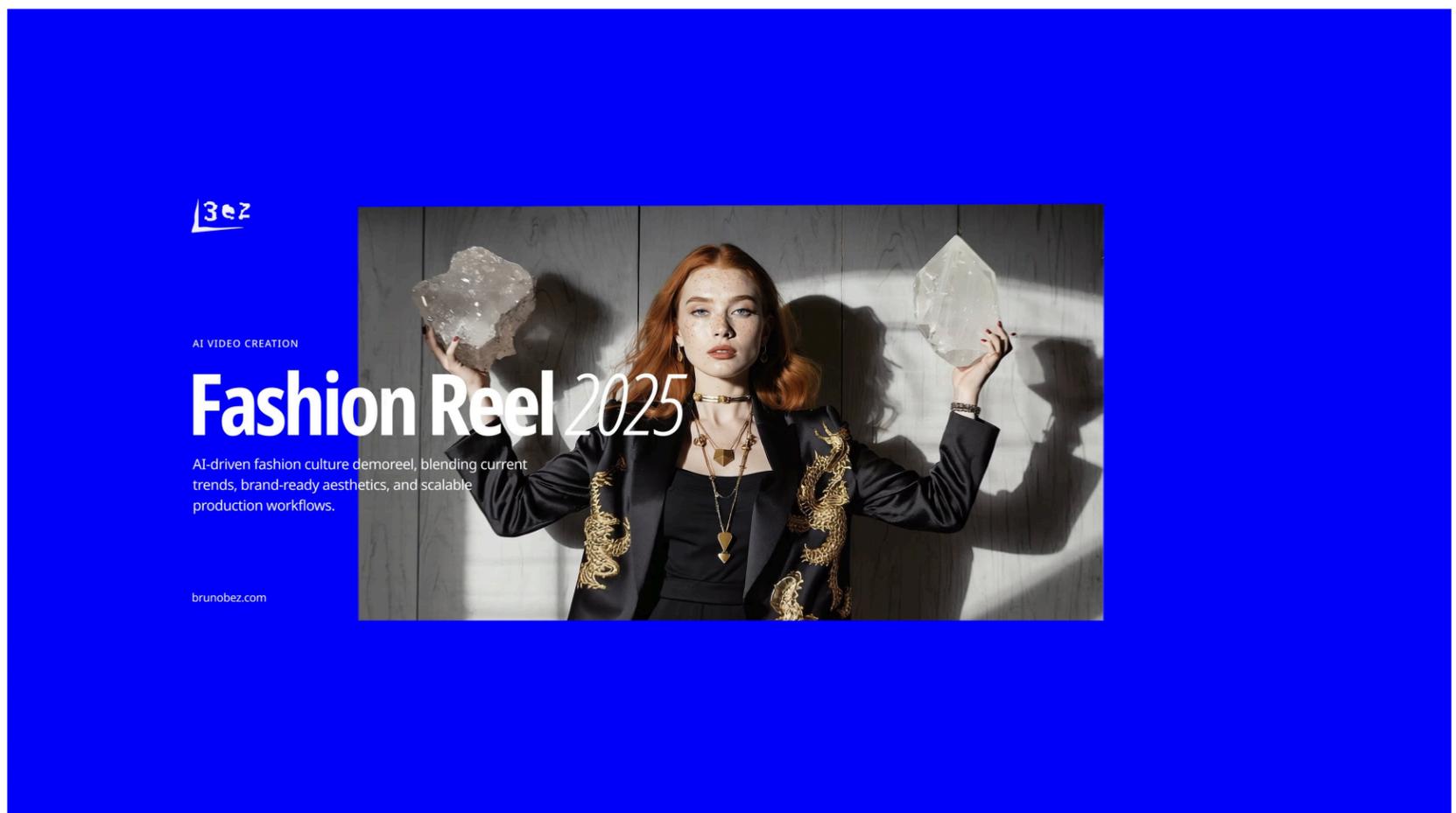
+49 (0) 15225825938

AI-Driven Motion Specialist | New Media Artist

Portfolio view showcases:

brunobez.com/ai-motion-specialist

brunobez.com/video-production-tech-saas



About

Creative Director and Video Producer with 20+ years of experience delivering innovative visual content for technology companies, cultural institutions, and global brands. Proven track record in end-to-end video production, from concept development to final delivery, with expertise in B2B/SaaS environments. Combines artistic vision with technical excellence to create compelling narratives that drive engagement and communicate complex technical concepts to diverse audiences.

Objective

Deliver unique vision from inception to implementation, seamlessly integrating new media art formats with the project identity, goals, and company roadmaps. I'm passionate about discovering authenticity and cluster concepts to inspire new aesthetics. Leveraging advanced technologies, the aim is to create flows with human-centric solutions focused on generative art and real-time cognitive systems—all while having fun, of course! <3

Key Achievements

- Led video production strategy for AI-powered workflow platform (workstreams.ai)
- Award-winning director with international festival recognition
- Managed cross-functional teams across Europe and Brazil
- Senior level in cutting-edge AI tools and real-time audiovisual

Things I Enjoy

Sun and my son, work-life balance, wisdom, heart, mind and body, skateboarding, ping pong.

Values & Principles

Trust, respect, empathy, simplicity, cohesion, transparency, authenticity, reliability, flexibility, efficiency.

Soft Skills

Creative leadership, innovative and artistic vision, collaborative execution, time pressure resistant, problem-solving, adaptability, time management, critical thinking, attention to detail, team player.

Technical Skills

- **Visual Software:** Extensive experience with Adobe Creative Suite (Premiere, After Effects, Photoshop, Illustrator, Firefly), Figma, various VJ Tools, with ongoing exploration of Unreal Engine and Touch Designer.
- **AI Creative Tools:** Advanced experience combination between Stable Diffusion (A1111, ComfyUI, ControlNet, LoRA Models, AnimateDiff), Weavy.ai, Runway, Higgsfield, Veo 3, Seedance, Krea, Visual Electric, Midjourney, Kling, Meshy and Topaz.
- **Concept Visualization:** Visual frameworks through mind mapping, mood boards, strategic content composition, detailed storyboarding, and structured script draft.
- **Sound Craft:** Used with AI music (Suno) and voice generation (Eleven Labs, Play.ht, Artlist), electronic music production and sound design (Ableton Live and Analog Synthesizers Setup).
- **Workflow Management:** Agile Method (Notion, Slack, Kanban), expert with productivity tools and AI-powered management platforms, networking Brazil-Europe, effective communication across all levels of the organization.
- **AI Assistance:** Experienced prompt engineering methods with agents with Manus.ai, ChatGPT, Gemini and other AI tools to implement dynamic workflows and enhancement with automations and process integrity.

Languages

- Portuguese (Brazil) — Native
- English — Professional working (daily)
- Spanish — Conversational (mostly comprehension)

Highlights

- **Award-Winning Immersive Full Dome:** Co-created "Sinapse" in partnership with Vjzaria, a 360° audiovisual piece for planetariums. Best Film Award by Popular Vote at Brazil's Immersphere Full Dome International Festival, curated by Marilia Pasculi in Brasília, Brazil, 2017.
- **Urban Light Festival Curator, Digital Artist and Co-founder:** We Light Floripa, produced by Marte Productions and subsidized by the Federal Incentive Cultural Program (Lei Rouanet). Established as a pillar of digital art culture with public engagement in Florianópolis, Brazil, 2022.
- **Conceptual Vision & Direction:** "Em Memória" a heartfelt tribute to a dear friend, using a new custom AI creative architecture with backlog footage to bring new visual aesthetics to life. Selected for festivals in Brazil, Portugal, France. Awarded as Best Experimental Video at Psychedelic Assembly Film Festival in NYC, USA, 2024.

Main Professional Experience

Creative Director & Video Producer

MotionTag (2025)

- Owned and delivered an AI-driven hero video project, end-to-end. From a basic narration-script document request provided, through concept development, AI scene generation, editing/compositing/mastering, and director feedback iterations to final approval.

workstreams.ai (2020 - 2024)

- Directed the creative vision and video production, crafting a cohesive audiovisual identity for the AI-powered workflow platform. As a core member, managed the entire production process, implementing innovative

solutions like automations and AI integrations to enhance project efficiency. Built a variety of video formats from scratch, including explanatory content, branding, motion design, live streaming, in-app announcements, and support page content. Worked closely with the marketing team on marketing campaigns and contributed feature ideas to the Dev Ops team. Assisted in the hiring process, and established connections with business partners.

Curator & Digital Artist Co-Founder

O Sítio - Digital Gallery (2016)

- Conceptualized and developed "O Sítio - Digital Gallery", a dynamic 9-month digital art incubation program composed of exhibitions, workshops, interactive installations, and live performances. I was invited as a resident artist to curate the Digital Foundation for the gallery promoted through community engagement as a national and international reference in the digital art scene.

Digital Artist & Founder

Moodboard Live Cinema with TSOS (2025)

- Developed custom AI-enhanced workflows for live performances, creating unique visual narratives that respond to music and audience interaction. Collaborated with international artists and musicians to deliver cutting-edge digital experiences across various venues and festivals.

Lisergia RMX (2025)

- Live cinema project performed at the closing ceremony of Floripa Film Festival and showcased at an exclusive event by At Home - Concept Store. The project featuring real-time generative visuals and custom-AI visuals to create an immersive experience that pushes the boundaries of digital art.

Seed of Creation at Floripa Film Festival (2025)

- A visionary collaboration with professional freesurfer Tuco Arruda premiered at Floripa Film Festival in Brazil, exploring the intersection of neuroscience, transcendence, and surfing. This innovative project investigates human potential in the digital age, following the path from pure inspiration to physical mastery.

Hihi! XR (2025 - Present)

- Currently in the making, an immersive VR exhibition that chronicles significant memories in retrospect through spatial computing.

Moodboard Collection Series (2023 - 2025)

- Dive into societal biases in AI through contemporary art, creating a dynamic real-time framework where I combine custom techniques and experimentalism as audiovisual expressions. I've exhibited at LPM Festival Münster Edition in Germany (2023), Texneo Novum Festival—uniting art and technology in an unprecedented exhibition at the Museu de Arte de Blumenau in Brazil (2024), as well as the AI-Driven Festival Artelligent in Salvador Bahia, Brazil (2025).

Thirdpsilon Exhibition (2017 - 2018)

- First Solo Exhibition - "Thirdpsilon, Digital Roughness" a month-long multidisciplinary exhibition featuring 12 visual artworks, a collection from Glitch to Fractal Patterns. The show includes 10 unique av live performances with musicians guests, blending video art, mapping installations, virtual reality, hologram sculptures, and large-size prints, at the Museum of Image and Sound of Santa Catarina, Brazil.

Commissioned Artwork & New Media Studio (2003 - Present)

Over the last 20 years, I have been involved in various projects that showcase my passion for experimental video art, visual installations, contemporary dance & music collaborations, and live cinema performances.

- **Experimental Video & Live Cinema:** Azyminha by the band Skrotos (2016), Orchestra Camerata (2018), "Psychonautic Live Cinema" at the Integrated Center of Culture of Santa Catarina for Pact - Performing Arts and Technology research group (2017), SESC (2015), Sítio - Digital Gallery (2016); "Gangorra - Glitch Art Project", selected for two editions of FILE Festival in São Paulo, Brazil (2012, 2014) and AV Live Performers Meeting (2012) at Rome, Italy.
- **Visual Concept for Dance Performance:** "Yellow Sintagma" for the dance company, Grupo Cena 11, directed by Alejandro Ahmed, at the Bank of Brazil Cultural Center in São Paulo (2017), "Worst of Me" for the Choreographer and Dancer Mônica Siedler, selected by the Cultural Program (Elisabete Anderle) and SESC Cultural Circuit, with 20 shows on tour in Brazil. (2016)

- **Resident Visual Artist:** Former VJ resident at prominent Brazilian clubs and music projects such Terraza Music Park (2012–2016), At Home (2013–2016), Sounds in the City (2014–2016), Troop (2016), Obtusa (2016, 2018), and Bosque 55 (2017–2018), among many others.
- **Urban Art Interventions & Guest Artist:** Official homage to H.R. Giger, Berlin (2014), “Tripod of Life Hologram” at The Wrong Digital Art Biennale in São Paulo (2017), Liminal Wine Experience in Berlin, Germany (2022), SP Urban Digital Festival, in São Paulo, Brazil (2018), Paulo Govea - Solo Exhibition (2016), Subtropikal - Creative Festival (2017, 2018), in Brazil, Club der Visionaere (2012, 2013, 2014), Scope Sessions (2012, 2014), Fusion Festival in Germany, and Kompakt Record Label for DGTL, at ADE in Amsterdam, Holland (2014), Burning Man (2025) collab with VJ Edmosh for the Pyramid Stage by the global community Playalchemist.
- **Multimedia Collaborations:** My work spans diverse mediums and has been featured over the years in projects for Universal Studios, Seiva Institute, D-Edge, Gui Boratto, Elekfantz, L_cio, Andrevictor, B. Ashra, Lumen Craft, Mano le Tough, Jay Haze, Nima, TSOS Record Label, The Drone Lovers, Matt John, Mano le Tough, Newoas, TwoManik’ to name a few.
- **Boardsports Film Director:** From 2003 to 2010, I began my journey as a director and independent video producer in the surf industry, releasing over 10 major releases with support from an extensive list of sponsors including MCD, Volcom, Oakley, Powerlight, Hang Loose, Globe, and many others. During this period, I also created hundreds of short video experiments and travel worldwide producing in Australia, California, Indonesia, France, Spain, Amsterdam as well North, Central and South America.
- **Workshops & Educational Engagements:** Mentorship and New Media Research, conduct workshops and presentations, inspire participants on the technical and creative aspects. Sharing knowledge and practices about real-time visual workflows and new media interfaces.

This journey, took me from a small island in South Brazil to a global stage dimension, embracing diverse cultures and overcoming technological challenges. Additionally, I collaborate with artists, musicians, brands and institutions, doing commissioned artworks, visual identity, creative consulting, and art curation across a wide range of fields.