Fausto Ramirez

Multimedia Animator - 3D Generalist

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WORK EXPERIENCE

Animator/ 3D Generalist

Archie MD - Boca Raton, FL - March 2011 to Feb 2019

• Creating medical graphics, animations, and instructional movies; using After effects, Maya and Photoshop • Story-boarding ways to animate/display information in aesthetically pleasing ways

• Animating characters in various respiratory conditions and illnesses

• Designed and story-boarded educational applications for children

• Modeling, texturing and rigging of characters and medical devices (Maya)

• Compositing footage and adding effects & color corrections in post (After Effects) • Designing user interfaces, Surgical Brochures and app icons (After Effects)

• Lighting and rendering scenes for a realistic finish

• Keeping files organized while meeting tight deadlines for multiple projects

Freelance Animator (2D/ 3D)

Cognetive Kids - San Francisco, CA - September 2010 to June 2013

Responsibilities

• Lead 3D animator in the production of all the apps (Maya)

• Cut images in Photoshop, then rigged/animated a 2D "puppet" in Maya, for use in Unity • Animated all the animals and characters

• Modeled, textured, rigged and animated the main character for the game series

Accomplishments

- Worked on multiple released iPad apps to completion

- Rigged and animated the main 3D character for the game series - Rigged and animated multiple 2D puppets

Multimedia Designer

Trial Exhibits Inc. - Tampa, FL - June 2010 to September 2010

Responsibilities

• Animated 3D reinactments of car/plane crashes to flooding areas for use in Court (Maya) • Modeled and textured buildings, vehicles, and machinery using blueprints or references • Designed and coded interactive timelines using Flash/AS3 for medical presentations

• Managed the render farm and composited footage in After Effects

Skills Used

- Modeling 3D structures, such as boats and buildings, using Maya - Texture work in Photoshop

- Designing/Setting up interactive timelines in Flash, ActionScript 3

Graphic Designer / Production Artist

Sunshine Learning Systems - Tampa, FL - October 2008 to July 2010

Responsibilities

• Designed application UI's using Photoshop and implementing via Flash or Flex

• Storyboarded instructional movies, game concepts and intros for websites & games • Animated and created assets for instructional movies (Flash - After Effects)

• Used Action-Script 3 to code button navigation, audio control and replay buttons

• Modeled, textured, lit and rendered 3D environments (Maya)

• Character rigging using Maya
• Q and A on Site design and user interfaces

Accomplishments
- Created many icons and symbols for UI elements of websites and interactive tools - Designed and mocked interactive learning tools in Flash using ActionScript3

Miles Davis Timeline
http://static.squarespace.com/static/51397253e4b07312096721d8/t/514502e8e4b0e599fc6b6198/1363477224599/Miles%20Davis%20TimeLine.swf

Triangles educational game.
http://static.squarespace.com/static/51397253e4b07312096721d8/t/5145040ee4b0e599fc6b66ea/1363477518928/TriangleLesson.swf

Skills Used
- Flash animation - After Effects production - File organization

EDUCATION

BA in Computer Animation
International Academy of Design and Technology - Tampa, FL 2005 to 2009

Diploma in Commercial Art program
Tampa Bay Technical High School - Tampa, FL 2001 to 2005

SKILLS
Expert Knowledge of Maya, Photoshop, Zbrush, After Effects, Unity.
Familiar with Premiere, Trapcode suite

LINKS
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