

Emilio A. Ramos

Senior Art Director + 3D Technical Artist

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EDUCATION

School Of Visual Arts

MFA Computer Arts, 2021, New York, NY

Washington University In St. Louis

BFA Communication Design, 2014, St. Louis, MO

WORK EXPERIENCE

WE Codeword

Senior Art Director, 2021–Present, New York, NY

- Produce branded motion graphics, videos, illustrations, microsites, graphic designs, and data visualizations for various Google internal divisions including Android, PeopleOps, and Real Estate Workplace Services.
- Collaborate with editorial teams to script/storyboard clear communications covering complex, technical topics.
- Pitch concepts and present finished work to internal and external stakeholders.
- Work to implement new workflows and training for the agency's growing 3D capabilities.
- Review and provide feedback of junior creative's work.
- Creative direct and design agency's zine publication, Volume.

Freelance Design

2016–Present, New York, NY

- Projects include: 3D animations, 2D motion graphics, software UI/UX design, hand-drawn and vector-based illustration, branding/identity development, and graphic design.

Volvox Labs

Unreal Engine Technical Art Intern, 2021, New York, NY

- Developed 3D models/props, environments, particle systems, textures/shaders, animations, and game logic for use in Unreal Engine 4.
- Projects ranged from live XR music performances and music videos, to generating interactive content for large format LED display installations.
- Performed motion capture takes and refined the resulting animations in Maya for seamless looping sequences.

WE Codeword

Art Director, 2018, New York, NY

Designer, 2017–2018

Junior Designer, 2016–2017

- Created social media animations, motion graphics, videos, branding/marketing, editorial illustrations, and print collateral for Google, Qualcomm, and Netflix accounts.
- Led efforts to unify the agency's internal branded materials, asset specifications, and production best practices.
- Engineered photo and video shoots in studio and live event settings.

SKILLS

Technical Expertise

- 3D/2D design and animation
- Illustration
- Compositing
- Texturing/look development
- Real-time/offline rendering
- Particle/dynamics systems
- Data visualization
- Photography
- Video editing
- Virtual production
- Pipeline scripting
- Photogrammetry

Software

- Adobe After Effects, Photoshop, Illustrator, InDesign, Premiere
- Unreal Engine
- Maya (Redshift/Arnold)
- Blender
- Houdini
- Substance 3D Collection
- TouchDesigner
- Nuke
- Basic Cinema 4D
- Windows/MacOS/Linux

Programming/Dev.

- Python
- Unreal Engine Blueprint
- Basic VEX
- Basic MEL
- HTML/CSS/Basic JS

Languages

- Spanish