

DANIEL RAMIREZ
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Objective

To utilize my creative skills and knowledge in media arts & animation at a company that is committed in bringing creativity to the Forefront in the art and entertainment field

Experience

Containment Field - Concept Artist

2014 - Present

- Conceptual Vehicle Development
- Conceptual Environment Development

BadAppleDesignz - Creative Designer / Illustrator

2010 - Present

- Comic Book Artist
- Graphic Designs
- Character & Environment Designs

T.R.I.B.E Studio Comics – Penciler

2008 - Present

- Illustrator
- Character Development
- Marketing

Red Giant Studio - Student Production

2008 - 2011

- Storyboards for Sherman the Alaskan Cow
- Assisted with preliminary storyboard drafts on Bones
- Created character designs on various projects
- Created environment designs on various projects

Education

The Art Institute of California - Los Angeles

Bachelors Degree - Media Arts & Animation

2013

Trade Skills

- 2D Animation
- 3D Animation
- Illustration
- Digital Ink and Paint
- Storyboard
- Character & Layout Design

Technical Skills

- Toon Boom Software
- Maya
- Photoshop
- Illustrator
- After Effects
- Mac & PC Systems

