



DANIEL RAMIREZ

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Objective

To become part of a creative team that is passionate about creating content that will leave it's mark in the art world.

Experience

BadAppleDesignz - Creative Designer/Illustrator/Freelance

2010 - Present

- Comic Book Artist
- Concept Artist
- Digital Artist
- Animator
- Graphic Designer

Trailer Park - Production Artist

2018 - 2018

- Created digital illustrations
- Created animated gifs
- Edited digital art

Containment Field LLC./SteamPunk Partners - Concept Artist

Jan. 2014 - Mar. 2016

- Environment Concept Artist
- Vehicle Concept Artist
- Illustrator

T.R.I.B.E Studio Comics - Penciler

2008 - 2018

- Illustrator
- Character Development
- Marketing

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 Designs

Technical Skills

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