



# EDUARDO RAMIREZ

TECHNICAL AND CONCEPTUAL 3D PREVIS ARTIST



PRE-PRODUCTION / PRODUCTION / AND POST-PRODUCTION OF VIDEO, FILM AND 3D ANIMATION PROJECTS.

CURRENTLY WORKING ON TECHNICAL AND CONCEPTUAL PREVIS PROJECT FOR MEDICAL SIMULATION BELOW THE DIRECTION OF THE DR. EUGENIO SALAS GALICIA AND DR. ENRIQUE HERNÁNDEZ VIDAL (PHYSICIANS SURGEONS)

/// OPERATING SYSTEM: PC & MAC

SOFTWARE SKILLS

MICROSOFT OFFICE / CELTX

## ADOBE

- ADOBE PSHOP 90 %
- ADOBE ILLUSTRATOR 90 %
- ADOBE AFTER EFFECTS 90 %
- ADOBE PREMIERE 90 %
- ADOBE AUDITION 90 %

## AUTODESK

- AUTODESK MAYA 90 %
- AUTODESK MOTION BUILDER 70 %
- AUTODESK 3DS MAX 60 %
- AUTODESK MUDBOX 80 %
- AUTODESK SKETCHBOOK (STANDARD USER)

////////////////////  
MENTAL RAY AND ARNOLD RENDER NO PROBLEM

MAXON  
MAXON C4D  
(ONLY FOR MOTIONGRAPHICS)

I LOVE THE CINEMATICS EXPERIENCES  
I LOVE THE DIGITAL FILM, THE MUSIC, 3D ANIMATION, VFX, TV AND VIDEO GAMES



PRODUCER/DIRECTOR INDEPENDENT

CONTACT: customccatc@gmail.com

CURRENTLY: RESIDENCE IN CDMX

MEXICAN NATIONALITY

AGE: 27 YEARS OLD

OCTOBER 14 - 1988

MOVIL : +52 22 97 81 17 10

(12 YEARS OF EXPERIENCE IN DESIGN AND COMPUTER GRAPHICS)

## ACADEMIC TRAINING

- \* TECHNICIAN IN GRAPHIC DESIGN (VERACRUZ, MEXICO) 2005 - 2008
- \* UNIVERSITY STUDIES IN GRAPHIC DESIGN (VERACRUZ, MEXICO) 2010 - 2014
- \* OFFICIAL CERTIFICATION AUTODESK MAYA AND MOTIONBUILDER (SCHOOL TRAZOS) MADRID SPAIN 2008 - 2010
- \* MASTER IN FILMMAKING OF 3D AND VFX PROJECTS (SCHOOL TRAZOS) MADRID SPAIN 2008 - 2010

## COMPETENCES

PROACTIVE / AUDIOVISUAL PRODUCER / INSTRUCTOR / SPEAKER / ENTREPRENEUR / LINK / DRAWING / DESIGN, MODELING AND 3D ANIMATION / DIGITAL PHOTOGRAPHY / GRAPHIC DESIGN / ILLUSTRATION / EDITING AUDIO & VIDEO / DIGITAL ART / CREATIVE DIRECTOR / FILMMAKER.

## DISCIPLINES

NARRATIVE SKILL, STORYBOARDING, ANIMATIC, PREVIZ, POST VIZ AND VFX, CHARACTER ANIMATION, VOICE PERFORMANCE, GENERALIST ANIMATOR, CAPTURE AND EDITING AUDIO & VIDEO, VIRTUAL CINEMATOGRAPHY, LIGHTING, RENDERING.

## EXPERIENCE

(EXPERIENCE ON CO-WORKING WITH EXTERNAL ANIMATION TEAMS)

### \* PROLET CREW

TECHNICAL AND CONCEPTUAL PREVIS ARTIST, 3D ARTIS AND 3D ANIMATOR, 3D COMPOSITOR.

### \* THAILAWAN CREW

PRODUCER AND DIRECTOR OF PIPELINE PROCESS, DEVELOP, STORYBOARD, 3D MODELING, ANIMATIC, 3D ANIMATION, RENDERING, COMPOSITING.

### \* PROTEUS CREW

PRODUCER AND DIRECTOR INDEPENDENT OF PIPELINE PROCESS, WRITING, SCRIPT, 3D MODELING, RIG, SKIN, SETUP, FULL 3D ANIMATION, PREVIS WORK, LIGTHING, RENDERING, COMPOSITING, VOICE PERFORMANCE, V CAMERAS, AND EDITING ON LOW AND HIGH QUALITY.

### \* DR. GRORDBORT'S CREW

TECHNICAL PREVIS ARTIST. PHOTOGRAPHER AND DIGITAL COMPOSITING

### \* ANA DE LA REGUERA CREW

PRODUCER/DIRECTOR (EDITOR) OF ADVERTISING COMMERCIAL LIVE A DIFFERENT EXPERIENCE IN COLLABORATION WITH ANA DE LA REGUERA.

- DEVELOP AND PRODUCTION IN LOW AND HIGH QUALITY ON MULTIPLE PREVIS WORKS

- SPEAKER OF TALKS AND CONFERENCES / THE CULTURE OF AUDIOVISUAL REALIZATION IN MEXICO / IN COLLABORATION WITH DIGITAL LIBRARIES TELMEX. 2014

## SUBJECT TEACHING

- \* DIGITAL ILLUSTRATION IN (UVM) Laureate International Universities
- \* DIGITAL CINEMA AND ANIMATION (virtual cinematography, film creation) in Luis Buñuel film school

“  
HEY KID, BE AWAKE, LISTEN, EVERYTHING IS POSSIBLE YOU KNOW,  
PRESERVE THE NEW BALANCE, WE HAVE HISTORY TOGETHER  
”

