



Ricardo Jimenez

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SUMMARY OF QUALIFICATIONS

- Strong motion graphic, 3D, Compositing and animation skill set.
- Videographer with exceptional media, composition, lighting and audio skills.
- Ability to multitask and work efficiently under pressure.
- Exceptional 3D modeler, Texture Artist, Freehand Illustration and Graphic Design.

SOFTWARE

- After Effects ● Photoshop ● LightWave ● Substance Painter ● Modo
- Maya ● 3Ds Max ● Illustrator ● Z Brush ● Premiere

EDUCATION

- Bachelor of Arts in Media Arts & Animation - Phoenix, AZ 2005 - 2008
The Art Institute of Phoenix

PROFESSIONAL EXPERIENCE

- 3D / Animation Instructor - The Art Institute - Phoenix, AZ April 2016 - Present
Teaching 3D Animation for the - Media Arts & Animation degree
- 3D / Animation Instructor - Grand Canyon University - Phoenix, AZ August 2013 - Present
Teaching 3D modeling, Animation and VFX for the College of Arts and Sciences course.
- 3D Artist / Texture Artist - Pixel Eight LLC - Phoenix, AZ December 2010 - 2013
Model & texture 3D environments for TV series and Film
- MultiMedia Artist / Video Editor - Mojo Video Marketing - Phoenix, AZ March 2012 - Aug 2012
Create Motion graphics, Graphic design, 3D elements, Video Compositing, Event camera operator
- 3D - 2D Animator / Dynamic Visions - Scottsdale, AZ March 2011 - February 2012
Medical animation showing how cell function and structure, with technical illustrations.
- Motion graphics / 3D Animator - Avnet Technology Solutions - Phoenix, AZ July 2011- Sept 2011
3D animation video for company message campaign.
- QA Game Tester - THQ - Phoenix, AZ May 2009 - November 2009
Analyzes the video game and document software defects.

AWARDS

- The Art Institute of Phoenix Student Choice, Best Portfolio Award September 25, 2008