Elliot Ramos

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WORK EXPERIENCE

Iconic Digital Studios   **March 2023 - present**
Video Editing Internship   *Fort Collins, CO / Remote*
- Singlehandedly conceived animated 2D and 3D commercials from script to completion
- Extensively used programs like After Effects on Windows and Mac hardware and developed a deep understanding on their operations and workflow
- Assisted in updating various business sites with WordPress and layout programs including Elementor and Avada
- Optimized various websites for SEO, leading to a boost in search rankings

MO Media   **March – May 2021**
Graphic and Visual Designer   *Remote*
- Designed proposal decks for a rising brand, showcasing the brand's personality and design
- Visualized decks with professional design software including InDesign and Blender
- Exchanged drafts and updates regularly with the client to receive feedback and advice
- Assisted with organizing and labeling a photoshoot deck, faithfully representing the brand and theming, following branding guidelines
- Revised the finished projects and made important adjustments quickly and before deadlines

EDUCATION

Aims Community College   **August 2018 - May 2022**
Associate of Applied Science (Graphic Design, Animation)   *Greeley, CO*
- Produced 2D and 3D animated videos with a variety of programs including Adobe Animate, Maya and After Effects
- Submitted a 3D animated video to a national competition and received lots of valuable feedback

PROGRAMS USED

2D Design Programs
- Adobe Photoshop; Adobe Illustrator; Adobe Animate; Adobe InDesign; GIMP

3D Design Programs
- Blender; Maya; ZBrush; Substance 3D Painter

Other Programs
- Audacity; Notepad++; Audition, iZotope RX; After Effects; Premiere Pro; WordPress; Wix

SKILLS

- **Skills:** Graphic design for still media; image editing; motion graphics; typography; 2D animation; 2D character design and rigging; product management; ability to operate computers and equipment with ease; 2D scenery design and props; video editing, compositing, and production; 3D character modeling, sculpting, and rigging; 3D scene design, lighting, and rendering; 3D texturing (diffuse, normal, roughness); understanding new software and adjusting workflow; troubleshooting; problem solving
- **Languages:** Proficient in English and Spanish