

Ramon Blake Guthrie

MOTION GRAPHICS DESIGNER / 3D ARTIST / ARCHITECTURAL VISUALISER

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About

I'm a Motion Graphics Designer from London, and I specialise in Animation and 3D Design. I'm interested in roles in VR/MR/AR space, Media advertising, Music Videos, Fashion, TV, Film or Architecture industries. I have over 11 years' experience in the art and design field, I have a wide range of design skills on many different platforms and have worked on a variety of London's largest projects.

Tools

3D Modelling, Lighting & Animation:

3D Studio Max (V-ray, MentalRay, iRay, Octane, Corona, Redshift, Maxwellrender plugins), Cinema 4D (V-ray, Octane, Corona, Redshift plugins), LightWave, Maya, Zbrush, Modo & Keyshot.

Video Editing, Effects & Sound:

Adobe After Effects, Adobe Premiere Pro, Composite, Final Cut, Media Encoder CC & Adobe Audition.

Desktop Publishing, Online & Print:

Adobe Photoshop, Adobe Illustrator, Corel Painter, SketchBook Pro, Adobe InDesign, Adobe Acrobat/Writer, Microsoft Office Suite, Open Office & WordPress.

Web Design & UI:

Dreamweaver CC, Animate CC (Flash), Adobe XD, HTML5, CSS3, Bootstrap, jQuery & SVG animation.

Skills

Motion Graphics



3D Animation



2D Animation



Storyboarding



Sketching



Infographics



UI Design



Web Design



Print Design



Photography



Experience

Digital Artist & Motion Graphics Designer - StepStone UK (Totaljobs Group)

[📅](#) July 2014 - 4yrs [📍](#) London, United Kingdom

- Worked with all stakeholders to maintain brand consistency across all the *vertical job boards (totaljobs, CareerStructure, Caterer.com, Catererglobal.com, CWJobs, RetailChoice, Milkround & Jobsite) which includes fonts, colours, imagery, layouts and tone of voice.
- Designed all the iconography which helped boost productivity as these was used in all the *vertical job boards' websites, landing pages, emails, advertising, sales and marketing collateral.
- I was in charge of creating all the motion graphics and videos for the social media brand channels as well as producing animations for sponsored Football club Portsmouth stadium for the LED boards and large stadium screen displays.
- Designed all the desktop and mobile banner display advertisements in a variety of different formats Jobseeker and Recruiter facing for all the job boards, while maintaining brand consistency which increased traffic and revenue.
- With a strong relationship with the Events & Marketing team, I worked on external company Awards shows and Out of home campaigns which featured large digital displays, terminal to train advertisements across the UK.
- Working as part of a collaborative UX team, providing team support and solutions, from concepts, mockups to designing templates for all sectors within the company.
- Packages used for production are **Photoshop, Illustrator, Indesign, Dreamweaver, Adobe Animate, Cinema 4D, After Effects, Premiere Pro, Adobe Media Encoder, Microsoft Office Suite & Slack.**

3D Visualizer - Wilkinson Eyre Architects

[📅](#) Aug 2013 - 1yr [📍](#) London, United Kingdom

- Producing Concept Design, 3D mock-ups & Marketing images for pre-visualization and pre-planning.
- Producing Massing Studies, Technical model sections for Architectural analysis.
- Low/High polygon modelling and from CAD plan drawings using 3Dsmax.
- Advanced Lighting & Rendering, (GI, Toon & with Mental ray, Vray and Maxwellrender)
- Advanced texturing & UV mapping to real-world scales (Normal Mapping, Relief Mapping & texture Baking with BodyPaint & ZBrush)
- Camera matching 3D scenes.
- Running a render farm, for producing animations and high quality still images with BackBurner.
- Packages used for production are **3D Studio Max, Rhino, AutoCAD, Cinema 4D, Iray, Vray, Photoshop & After Effects.**

Motion Graphics Artist & Composer - Joystick Interactive / Razor Fish UK

[📅](#) Jan 2013 - 5mons [📍](#) London, United Kingdom

- Produced a 3D animation, to go alongside a launch of a brand-new product range for McDonald's (the well-known worldwide fast-food chain) called McBites, to be marketed along with online games, TV and web campaigns for a limited period.
- Produced 3D animatic fly-throughs for client sign-off.
- In charge of editing, grading and compositing.
- Packages used for development are **3D Studio Max, Photoshop & After Effects.**

Hobbies

I enjoy movies, reading, travelling and I regularly attend design, technology talks, meetups and events to help inspire me and keep in the know of current trends. I enjoy motivating people, problem-solving and looking for new opportunities develop as an artist while connecting with people that share similar interests to learn different design principles.

Education

1999-2001 Newham College of F.E

HND in Graphic Design (Communications)
(Distinction)

References

Jag Bhachu (Senior UX Designer)

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Asa Movshovitz (Creative Director)

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Raja (Managing Director)

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Terry Wu (Senior Composer)

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Robert Sailsman Bsc (Systems Analyst)

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Motion Graphics Artist & Composer - Sit-Up TV

📅 Aug 2011 - 5days 📍 London, United Kingdom

- Produced a stylish Promo TV ad with added voiceover to be aired on Bid-Up TV
- Designed Logo and artwork for TV and Marketing campaigns.
- Packages used for development are **Photoshop, Illustrator, After Effects & Premiere Pro.**

Senior Lighting & Animation Artist - Crystal CG International

📅 Dec 2010 - 4weeks 📍 London, United Kingdom

- Produced HD 3D animation fly-throughs for a sponsor of the London 2012 Olympics for Web/Tv campaigns using 3D Studio max, Vray & Vray RT.
- Advanced texturing & UV mapping.
- Advanced Lighting & Rendering, (HDR, GI & Ambient Occlusion style rendering, Non Linear, multi-pass rendering using Mental ray and Vray)
- Running a render farm, for producing animations with BackBurner.
- Packages used for development are **3D Studio max, Vray, Mentalray, Photoshop, Illustrator & After Effects.**

GUI Artist & Graphic Designer - XFace

📅 Apr 2010 - 7mons 📍 London, United Kingdom

- User Interface (UI) designs for navigations, layouts and buttons.
- Re-designed and produced a user-friendly company website template.
- Producing concept designs, created animated logos & splash screens.
- Image editing and vector artwork design.
- Working with Microsoft Surface touch screen technology.
- Software and skills used in development are **Photoshop, Illustrator, Firework, Dreamweaver, Flash, After Effects & Microsoft SilverLight.**

Senior Advanced Lighting & Texturing Artist - Cityscape Digital

📅 Aug 2004 - 5yrs 📍 London, United Kingdom

- Low/High polygon modelling and organic modelling using 3D Studio Max, LightWave and Zbrush.
- Advanced Lighting & Rendering, (HDR, GI, Toon & Ambient Occlusion style rendering using FPrime, Mental Ray, Vray and Maxwellrender)
- Advanced texture & UV mapping (Normal Mapping, Relief Mapping & texture Baking)
- Camera matching to 3D scenes.
- Produced 3D animation fly-throughs for clients using 3D Studio Max and LightWave.
- In charge of game research and development (Serious Gaming, 3D internet and Game Engines).
- Worked with some incredible developers like Candy & Candy, Land Securities & British Land and with the world's most influential architects such as Make, Zaha Hadid, KPF, Ian Simpson, Foster + Partners, Terry Farrell and Partners & Fletcher Priest.
- Blended Digital photography with 3D to produce photo-real solutions.
- In charge of running a render farm, for producing animations and large print marketing stills (Butterfly NetRender & BackBurner)
- In charge of image and photo manipulation, retouching and art working.
- Designed, aided and produced maps, plans and business documents.
- Packages used for development are **3D Studio Max, LightWave, Modo, Zbrush, Vray, Maxwellrender, Photoshop, Illustrator, Flash, Dreamweaver & InDesign.**