

Ramon Blake Guthrie | Digital Artist & Motion Graphics Designer

Age: 34

Nationality: British

Birth place: London/England

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URL: www.rbgstudios.co.uk Showreel: www.youtube.com/navarro1980

Linkedin: <http://www.linkedin.com/in/ramonguthrie>

Behance: <http://www.behance.net/ramonguthrie>

SOFTWARE SKILLS AND EXPERIENCE

Graphic Design: Adobe Photoshop CC, Adobe Illustrator CC, Fireworks CS6, Painter x3 and SketchBook.

Multimedia/Web Design: Adobe Flash CS6, Dreamweaver CC, ActionScript 2, CSS3 and Java.

3D modelling & Animation: 3D Studio Max r8/2014 (MentalRay, Vray 3, Vray RT, Maxwellrender, finalRender, Brazil and Swift3D max plugins), Cinema 4D R15, LightWave 11 (fPrime), Zbrush 4r5, Modo, and Poser 5.

Desktop Publishing: InDesign CS, QuarkXpress, Adobe Acrobat Pro, Microsoft Office, Open Office, Blogger, Tumblr and WordPress.

Video editing/Effects & Sound: After Effects CC, Premiere Pro CC, Composite, Final Cut & Quicktime Pro.

Operating Systems: Windows XP/Vista/7/8 and Mac OS9/OSX.

Workplace Experiences: Retouching & Matte Painting, Web Design (HTML, CSS3, Flash, XML, PHP, jQuery & Java), Logo Design, Illustrating, Package design, 3D Lighting TD, Texturing/Surface Baking & UV mapping, 3D/2D Animation, Motion Graphics, Compositing, Story Boarding, Game Engines (Unreal Ed 3, CryEngine 3 beta and Unity 3), RenderFarm management (ButterflyNetRender(BNR) & BackBurner), Digital Photography, Wacom Tablet, Printing, Computer Hardware troubleshooting and Installation Experience.

WORK EXPERIENCE

Wilkinson Eyre Architects August 28th 2013 *(4 months permanent contract currently)*

Role: **3D Visualizer**

Duties:

- 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 3Dmax.
- 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.**

Joystick Interactive / Razor Fish UK January 11th 2013 *(5 months freelance contract)*

Role: **Motion Graphics Artist & Composer**

Duties:

- 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.
- Edited, Graded and composited the animation.
- Packages used for development are **3D Studio max 2013, Vray, Photoshop CS6 & After Effects.**
- URLs <http://www.joystickinteractive.com>

Hex Studios August 16th 2011 *(14 month on rolling freelance contract)*

Role: **Marketing & Animation Artist**

Duties:

- Produced & design short Idents to be used for TV and web campaigns.
- Designed fresh, corporate and clean e-commerce website templates for new start-up companies.
- Designed a variety of banner ads with different styles and looks to be sold onto 3rd party companies.

- Packages used for development are **3D Studio max 2012, Vray, Photoshop, Illustrator, After Effects, Dreamweaver & Flash.**

FK3 June 20th 2011 (*5 week freelance contract*)

Role: **Flash Designer & Animation Artist**

Duties:

- Reproduce a concept interactive presentation into a Flash animation to be used online training for **SanDisk**.
- Animation was constructed in After Effects, Flash CS and AS2 was used to call in the slides dynamically when requested for a low bandwidth, optimized web experience.
- Packages used for development are **Photoshop, Illustrator, Microsoft PowerPoint, After Effects, Flash 5.5 and Actionscript 2**
- URLs <http://www.fk3.biz>

Sit-Up TV April 28th 2011 (*5 days freelance contract*)

Role: **Motion Graphics Artist & Composer**

Duties:

- Produced a stylish Promo TV ad with added voice over's to be aired on Bid-Up <http://www.bid.tv>
- Designed Logo and artwork for TV and Marketing campaigns.
- Packages used for development are **Photoshop, Illustrator, After Effects and Premiere Pro**
- URLs <http://www.sit-up.tv>

Crystal CG International December 10th 2010 (*4 week freelance contract*)

Role: **Senior Lighting & Animation Artist**

Duties:

- 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 2011, Vray 2.0, Mentalray, Photoshop, Illustrator and After Effects.**
- URLs <http://www.crystalcg.co.uk> & <http://www.keyframestudios.co.uk>

XFace April 27th 2010 (*7 Months freelance contract*)

Role: **GUI Artist & Graphic Designer**

Duties:

- User Interface (UI) designs for navigations, layouts and buttons.
- Re-designed and produced a user-friendly company website template, <http://www.xface.co.uk/stage/index.html> WIP
- 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.**
- URLs <http://www.xface.co.uk> *new layout coming soon!*

Shimmer January 12th 2010 (*4 Months freelance contract*)

Role: **Head Web Designer**

Duties:

- Designed and developed a fresh and funky website, for a brand new up and coming, female music artist called Shimmer.
- Updating and maintaining information on the website.
- Frontend and backend site development.
- Designed and developed new a Corporate Identity for Shimmer.
- Integrated streaming music, twitter feeds and media players.
- Software and skills used in development was **Photoshop, Fireworks, Flash, Dreamweaver and CSS3.**
- URLs <http://www.shimmerbaby.com>

J.Snobbies Ltd June 2nd 2009 (*6 Months freelance contract*)

Role: **Marketing Strategist and Lead Web Designer**

Duties:

- Designed and developed a fresh and clean e-commerce website, for a new start-up company.
- Updating and maintaining information on the company's website.
- Frontend and backend site development.

- Designed and developed new a Corporate Identity for J.Snobbies.
- Designed business cards, leaflets, posters, letterheads and ads.
- Planning marketing PR strategies with the company, street promotion, handouts and organised events.
- Software and skills used in development was **Illustrator, Photoshop, Fireworks, Flash, Dreamweaver and CSS3.**
- URLs <http://www.jsnobbies.com> or <http://www.jsnobbies.co.uk>

CityScape Ltd June 23rd 2004 (*5 years permanent contact*)

Role: **Last position: Advanced Lighting & Texturing Artist**

Duties:

- Low / High polygon modelling and organic modelling using 3Dsmax, 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 and InDesign.**
- URLs <http://www.cityscape3d.com>

Stimulus Ltd January 2004 (*4 Months contract*)

Roles: **Head Web & Graphic Designer**

Duties:

- Designed and developed a fresh and funky web site, for a new start-up company.
- Designed and developed new a Corporate Identity for Stimulus.
- Designed business cards, leaflets, posters, letterheads and ads.
- Web site development.
- Packages used for development were **Photoshop, Illustrator, ImageReady, Flash MX and Dreamweaver.**
- URLs <http://www.stimuluspromo.co.uk>

Churston Heard Ltd August 2003 (*3 Months contract*)

Roles: **Art worker & Retouch Designer**

Duties:

- Designed and produced maps, plans, business documents and brochures.
- In charge of image and photo manipulation, retouching and art working.
- In charge of Reprographics and Printer maintenance
- Used advanced machinery for collating documentation.
- Organising deliveries and Stock.
- Packages used for development were **Illustrator, Photoshop, Microsoft Office, Quark Xpress and Adobe Acrobat / Writer.**
- URLs <http://www.churstonheard.co.uk>

Bluething Ltd (website & database design, network support & hosting) June 2003

Roles: **Web Designer & Art worker**

Duties:

- Designed and developed a corporate professional fresh web site, for a new start-up company.
- Web site development.
- Having a strong bond with the company I also help to produce sites from other company linked with Bluething.
- Designed a new Corporate Identity for Integer and www.bluething.co.uk
- Packages used for development were **3D studio max, Photoshop, Illustrator, Flash, ImageReady, Firework and Dreamweaver.**
- URLs <http://www.bluething.co.uk>

Yourdiggs (I.T Solutions) May 2002 (*7 Months contract*)

Roles: **Lead Web & Graphic Designer**

Duties:

- Designed and developed corporate professional fresh web sites for a small start-up company.
- Designed business cards, letterheads and ads.
- Designed and developed new Corporate Identities for Yourdiggs.
- Packages used for development were **Photoshop, Illustrator, ImageReady and Dreamweaver.**
- URLs <http://www.yourdiggs.com>

Freeman Business Information plc July 2001 (*10 Months*)

Roles: **Junior Web & Graphic Designer**

Duties:

- Web site development.
- Designed banners for the new look sites www.freemansnews.com, www.freemansshop.co.uk and www.freemansguide.com.
- Designed a variety of ads with different styles and looks.
- Produced ads with a corporate fill but with elements of fun in the design.
- Designed a new Corporate Identity for www.freemansguideplus.com.
- Packages used for development were **Photoshop, ImageReady, Dreamweaver and Flash.**
- URLs www.efreeman.co.uk

EDUCATION AND QUALIFICATIONS

- 1999-2001 Newham College of F.E
HND in Graphic Design (Communications) (Distinction)
- 1997-1999 Eastbury 6th form College
GNVQ Advanced Art & Design (Distinction)
- 1996-1997 Eastbury 6th form College
GNVQ Intermediate Art & Design (Merit)
- 1991-1996 Eastbury Comprehensive School: Six G.C.S.E Passes

REFERENCES

Asa Movshovitz (Creative Director) 07811 930 144 / asa.movshovitz@crystalcg-international.com

Raja (Managing Director) 07854525063 / rajamannar@xface.co.uk

Terry Wu (Senior Lighting Artist) 07919152151 / terrywu@hotmail.co.uk

Robert Sailsman Bsc (Systems Analyst) 0779 626 7838 / robert.salisman2@ggc.scot.nhs.uk