

Luis Daniel Ramirez Avila

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Summary

Experienced Layout Artist in Feature Animation and Animated TV Series creating the composition , staging and camera work necessary to meet quality and deadlines in the production. Professionally skilled in animation with a passion for technology and coding. Seeking to transition into IT or developer roles to leverage creativity and technical expertise in crafting innovative solutions. Adept at problem-solving, and eager to contribute to dynamic teams in the tech industry. Ready to apply animation skills to a new realm of digital innovation and development.

Status: PR Canada. Website: www.danielramirez.work

Skills

Software Maya, Shotgun, Nuke, Houdini(Basic), Unreal

Languages English(advanced), French(intermediate), Spanish(native)

Programming Python(PyQT, Pandas, MatPlot), C++(basic), javascript, JAVA

SR 3D LAYOUT ARTIST | *Reel FX* | Montreal, CANADA | Jul 2024 – Jan 2025 Temp

- TV Animated Series “The Chosen One”. Camera Work for several shots and sequences and Final Layout.
- Created Scripts for the Layout Team

SR 3D LAYOUT ARTIST | *Folks VFX* | Montreal, CANADA | May 2023 – Jun 2023 Temp

- TvShow SpyKids Armageddon. Composition , Staging and Camera Work in CG Shots and Prepared scenes for VFX Pipeline . It was a Freelance work of 7 weeks to finish the project.

SR 3D LAYOUT ARTIST | *ReDefine* | Montreal, CANADA | Aug 2021 – Feb 2023

- Composition , Staging and Camera Work for several shots and sequences. Created 3 Python tools
- Prepare scenes for VFX Pipeline in several movies and 1 Feature Animation Undisclosed
- Shows Adam Project, Halo, We have a ghost, Knights of the Zodiac(2023) and other movies

SR 3D LAYOUT ARTIST | *ON Animation* | Montreal, CANADA | Aug 2022 – Sep 2022 Temp

- Animated Feature “Miraculous LadyBug” Movie. Camera Work for several shots and sequences
- Freelance work for only 1 month to help finish the movie.

SR 3D LAYOUT ARTIST | *Singing Frog Studios* | Montreal, CANADA | Mar 2021 – Aug 2021

- Animated Feature “A ButterFly Tale”. Camera Work for several shots and sequences
- Created 2 Python tools for the Layout team

3D LAYOUT ARTIST | *Reel FX* | Montreal, CANADA | Nov 2020 – Feb 2021

- TV Animated Series “No Activity” it was a Freelance Work for 4 months
- Composition , Staging and Camera Work for 8 episodes in season 4 shots and sequences

3D LAYOUT ARTIST | *Reel FX* | Montreal, CANADA | Jul 2019 – Dec 2019

- 3D Animated Feature “Scoob” was a Freelance work for 6 months. 3D Camera Work for several shots and sequences in Autodesk Maya. Final Layout in shots.

3D LAYOUT ARTIST | *SpinVFX* | Toronto, CANADA | Mar 2019 – Jul 2019

- Camera work for several CG shots and prepared shots to be ready down the pipeline
- Created proxy props and other models based on supplied information available.
- 3D Animation of a truck exploding in a shot for the movie “My Spy”. \

3D LAYOUT ARTIST | L'Atelier Animation | Montreal, CANADA | Feb 2017 – Dec 2018

- TV animated Series for NETFLIX in a show called "Robozuna" for 20 episodes
- 3D Composition , Staging and Camera Work for several shots and sequences

OVERSEAS SUPERVISING DIRECTOR | Anima Estudios | Mexico City, MX | Nov 2015 – Oct 2016

- TV animated 2D Series for Nickelodeon for the show "PIG GOAT BANANA CRICKET"
- Responsible for the supervision and leadership of the overseas animation, backgrounds and Compositing teams in Mexico city for Nickelodeon in 3 episodes.

2D COMPOSITING SUPERVISOR | Anima Estudios | Mexico City, MX | Aug 2014 – Oct 2015

- TV animated 2D Series for Nickelodeon for the show "PIG GOAT BANANA CRICKET"
- Responsible for the supervision and leadership of the compositing team of 2 artists.
- Helping create the 2D pipeline for the show. Software used: Harmony and After Effects

COMPOSITING & 3D LAYOUT ARTIST | Likeable Media | Mexico City, MX | Mar 2014 – Jul 2014

- Worked editing videos and as aCompositing Artist for commercials and videos for social networks. Creation of Layout for sequences. Environment Modeling and Texturing

SUPERVISOR 3D LAYOUT | HuevoCartoon | Guadalajara, MX | Feb 2013 – Nov 2013

- Animated Feature "Un Gallo con muchos huevos"
- Leading a team of 6 artists. Created and designed 2 sequences from scratch as required from the Director FINAL LAYOUT in almost half of the movie.

3D ANIMATOR-3D LAYOUT ARTIST | RenderFarmStudios | Mexico City, MX | Jul 2012 – Jan 2013

- Animating shots for the short film. 3D Camera Work for the short film

JAVA DEVELOPER | Afianzadora Sofimex SA | Mexico City, MX | Mar 2012 - Jun 2012

- Project for 3 months. Programming in JAVA, SQL and PostgreSql. Project to improve the Accounting and Billing system.

JAVA DEVELOPER | Kiave Software | Mexico City, MX | Mar 2012 - Jun 2012

- Project for 4 months. Programming in JAVA, Validator project Using SQL and JAVA for the insurance association in Mexico city.

3D LAYOUT ARTIST | Anima Estudios | Mexico City, MX | Feb 2013 – Nov 2013

- Worked as a compositing Artist on 2D Animated TV Series and 2D Animated Movies like "Magos y Gigantes", "Agente 00P2", "Imaginum", "Mr. Magoo" and "LA Leyenda de la Llorona"

3D LAYOUT ARTIST & Compositing | Anima Estudios | Mexico City, MEXICO | Jan 2003 – Jun 2012

- Compositing Artist in AFter Effects , Flash for some 2D animation TV series and movies
- 3D Camera Work for several shots and sequences

Education

PREVISUALIZATION | IAnimate | ONLINE | 2016 (11 Weeks)

COMPUTER ENGINEERING | Universidad Tecnologica E.L. | MEXICO | 2010– 2013

CHARACTER ANIMATION | AnimationMentor | ONLINE | 2006 – 2007