

RICARDO MANTILLA

DIGITAL ARTIST

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EDUCATION

2013-2015
B.Sc Digital Arts & Design
Full Sail University - United States

2011-2013
A.A. Marketing & Communication
U.E.E.S. - Ecuador

KEY SKILLS

Cinema 4D
Redshift
3D Modeling
Rig animations
Motion Capture
Realfow
X-Particles
ZBrush
Photoshop
Illustrator
InDesign
After Effects
Premier Pro
Lightroom
Final Cut Pro
Color Grading
DaVinci Resolve
Camera Operator
Photography
Cinematography
Project Management
Code (PHP, Javascript, HTML, CSS, Swift, Python)
Web Hosting (RAMP, Apache, Docker, CentOS, Ubuntu)
Web Design (Wordpress, Laravel, Elementor)
Advanced Networking
RAID Configurations

PROFILE

The visual work of Ricardo is characterized by its versatility and its approach to global trends. Ricardo is part of the new generation of photographers and digital artists that will define future trends. With his skill set, he has been able to work with multiple global brands on projects that defined his career as a digital artist. This wide variety of projects involves the perfect blend between 3D art and motion, with traditional art and graphic design. Lastly, his work in the fashion industry has elevated his photography portfolio to include multiple global models and influencers with a reach of over 5M+ impressions.

WORK EXPERIENCE

SENIOR 3D GRAPHIC AND MOTION DESIGNER FRIDA BABY • MIAMI, FL

2022 - PRESENT

- Concept and render 3D product motion videos.
- Assist the product development team in bringing concepts to life via 3D renders.
- Design and create digital and static brand ad assets Assist in social graphic stills.
- Improve social graphic video concepts.
- Assist in E-commerce photo editing and retailer resizing.
- Revamp with the team on new brand launch concepts, storyboards, and assets.
- Collaborate on the ideas and visuals for ISM concepts as well as bring them to life in 3D.

PHOTOGRAPHER / CINEMATOGRAPHER RM DIGITAL MEDIA • UNITED STATES

2016 - PRESENT

- Freelance lifestyle and fashion photographer for many brands and individuals that are part of the fashion and entertainment business. For example, NYFW, Miami Swim Week, New Years Eve at Times Square, Aerie Real, and bloggers/influencers.
- Prepared model development programs with global agencies such as Next, Elite, IMG, CGM, Ikon, and others.
- Hosted workshops and events like "Beach Day Miami" to establish a more connected culture between photographers, models, and industry professionals.
- Produced many campaigns for startups and national swim and beauty brands.
- Shot film, photo, and video for companies like Lux Miami, Ecstasy Exotics, The Wharf, Candor Capital, and more.

SENIOR DESIGNER BREAKWATER HOSPITALITY GROUP • MIAMI, FL

2019 - 2022

- Created digital media assets for social media channels to promote events and openings for venues and restaurants such as The Wharf Miami, The Wharf Fort Lauderdale, Rivertail, CH'I, JohnMartins, Carousel Club, and others.
- Lead design teams to create assets to meet standards and deadlines.
- Assisted on a senior level to conceptualize new brand ideas with investors.
- Modeled and animated 3D marketing promotional videos using C4D, After Effects, and Redshift.
- Created new brand concepts for new hospitality venues and restaurants in the Miami area.
- Produced video and photo content for promotional ads and social media published digitally and printed in local magazines and billboards.

SENIOR DESIGNER TRUE GRADE • MIAMI, FL

2019

- Managed the creative process for packaging and manufacturing from concept to completion.
- Converted marketing objectives into clear creative strategies.
- Lead and directed the marketing team in the production of all marketing collateral.
- Ensured visual communication and brand standards are met.
- Developed new marketing strategies for new and existing clients.

PRODUCTION ARTIST HIGH 5 GAMES • NEW YORK, NY

2016-2019

- Worked closely with art directors, designers, and developers on new game concepts in 3D & UI/UX.
- Prepared final build-ready files based on specifications for different gaming platforms (Facebook, iOS, Android).
- Worked on image retouching, clipping paths, and additional image manipulation.
- Follow a development timeline to ensure tasks are being completed on time.
- Developed 3D concepts for new game features that generated new streams of revenue.