RICARDO MANTILLA

Senior Motion Designer / 3D Generalist / Creative Director

RM

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PROFESSIONAL SUMMARY

Creative leader with over 10 years of experience in 3D animation, motion graphics, photography, filmmaking, and post-production. Expert in After Effects (including scripting and toolkit development), Cinema 4D, and Redshift. Proven ability to lead teams, optimize production workflows, and deliver visually compelling content for TV, digital, and experiential campaigns. Known for combining technical expertise with creative vision to bring complex stories to life across multiple platforms.

CORE COMPETENCIES

- After Effects (Scripting, Animation, Toolkit Creation, Compositing)
- Cinema 4D, Redshift (Photo-realistic Renders, Fluid Simulation and Phyisics Dynamics)
- Unreal Engine (Games, Product Visualization, Cinematics)
- Photography & Cinematography (Fashion, Swimwear, Sports, Commercial, Live Events, and Portraits)

- Adobe Creative Suite (Photoshop, Illustrator, Premiere Pro, Lightroom, Audition, After Effects, InDesign)
- 3D Modeling, Lighting, Rendering, VFX, UV Mapping
- Motion Design, Brand Storytelling, Visual Development
- Render Farm Management, Scene Optimization
- Team Leadership, Creative Direction, Pipeline Development
- Sound Design and Mixing

PROFESSIONAL EXPERIENCE

Motion Graphics Designer - Real Brokerage • Remote • 2024–Present
- Designed executive presentation visuals, including keynote content for Real's CEO at RISE Conference (1,000+ attendees).
- Produced Nasdaq bell-ringing takeover animation featured on Times Square screens.
- Created motion assets for Real's inaugural Summit at Banff Springs, supporting 500+ attendees and multiple stage presentations**.**

3D Graphics & Multimedia Artist - Cirkul • Tampa, FL • 2024–2025
- Animated 3D content for Cirkul's 2025 Super Bowl commercial (20M+ viewers).
- Led motion design for a MrBeast collaboration, increasing YouTube and social engagement by 45%.
- Introduced advanced 3D visuals across TV, paid social, and organic content, improving creative consistency and production speed.

Senior 3D Motion Designer - Frida • Miami, FL • 2022–2024
- Created 50+ 3D product videos using Cinema 4D and Redshift, accelerating marketing timelines and increasing engagement.
- Partnered with product teams to translate early concepts into photoreal renders.
- Developed video content that drove an 8x increase in social media retention rates.

Senior Designer - Breakwater Hospitality Group • Miami, FL • 2019–2022
- Directed branding and marketing asset production for 10+ venue launches across South Florida.
- Delivered 3D motion content for experiential activations using volumetric simulations and photoreal materials.
- Produced commercial photography, video campaigns, and Spark AR filters used across social and event media.

Production Artist - High 5 Games • New York, NY • 2016–2019
- Delivered 3D and motion assets for 30+ games across Unity, Facebook, and mobile platforms.
- Prepared over 100 production-ready files, optimizing for platform specs and speed.
- Contributed 3D concepts for new game features that improved monetization and player retention.

EDUCATION

B.Sc. Digital Arts & Design - Full Sail University, 2015

AVAILABILITY

Open to full-time and contract opportunities. Willing to relocate or work remote