JEREMY RAMIREZ

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PROFESSIONAL PROFILE

Accomplished CG Generalist and Lighting Specialist with extensive experience in lighting, look development, texturing, and modeling for high-profile VFX projects. Proven ability to deliver top-tier visual effects, optimize workflows, and collaborate effectively with creative and technical teams.

Core Competencies:

Software Proficiency:
- 3D modeling and rendering: Maya, ZBrush, Redshift, V-Ray, Arnold, and Speed Tree
- Texturing and UV mapping: Substance Painter, Mari, and Headus UV Layout
- Compositing and post-production: Nuke and Adobe Premiere Pro
- Graphic design and editing: Photoshop and Illustrator

Key Skills:
- Lighting, look development, texturing, and modeling
- Composition and cinematography
- Milestone adherence and quality control
- Creative problem-solving
- Artistic flexibility with direction
- Team collaboration and support

WORK EXPERIENCE

TILTSHIFT/PXP, Los Angeles, CA   05/2020 – 08/2024

PXP offers creative production services for various brands and industries.

Senior Computer Graphics (CG) Generalist and Lighting Specialist (Staff) (09/2020 – 08/2024)

Developed high-quality lighting, look dev, texture, and modeling solutions for large-scale VFX projects, contributing to overall production quality.
- Led lighting and texture development on multiple high-budget projects.
- Collaborated with cross-functional teams to deliver top-tier VFX within deadlines.
- Optimized workflows to improve efficiency in rendering processes.

Computer Graphics (CG) Generalist and Lighting Specialist (Freelance) (05/2020 – 09/2020)

Provided expert-level lighting, look dev, texture, and modeling services across various projects as a freelance artist.
- Delivered high-impact visual effects for diverse clients under tight timelines.
- Developed unique lighting techniques that enhanced overall visual appeal.
- Maintained consistent client satisfaction through flexibility and technical proficiency.

SHADE VFX, Los Angeles, CA   01/2020 – 05/2020

A motion pictures company that provides invisible visual effects.

Visual Effects (VFX) Artist (Freelance)

Handled lighting, look dev, texture, and modeling for various VFX projects, ensuring top-tier visual quality.
- Delivered visually compelling VFX work for major entertainment clients.
- Streamlined texture workflows, improving overall project turnaround.
- Fostered collaboration among VFX teams to meet creative vision targets.

THE MILL, Culver City, CA   10/2019 – 01/2020

A global network of award-winning minds with decades of experience across advertising and brand experience industries.

Visual Effects (VFX) Artist

Worked on high-end lighting, look dev, texture, and modeling for complex VFX projects, ensuring seamless integration into live-action footage.
- Developed custom lighting rigs to fit unique project needs.
- Ensured continuity in visual design, enhancing overall cinematic quality.

- Contributed to award-winning visual effects productions.

PSYOP, Los Angeles, CA   08/2019 – 10/2019

A studio specializing in emotive, visual storytelling for advertising, video gaming, broadcast, and music video industries.

Computer Graphics (CG) Artist and Lighter (Freelance)

Specialized in lighting, look dev, and texture work, helping to shape the visual aesthetic of various projects.
- Created visually impactful lighting solutions that elevated the creative direction.
- Maintained consistent quality across high-profile projects.
- Collaborated closely with directors and art departments to achieve intended visual effects.

GENTLEMEN SCHOLAR, Culver City, CA   04/2019 – 08/2019

A motion pictures company offering production and illustration services.

Computer Graphics (CG) Artist (Freelance)

Focused on lighting, look dev, texture, and modeling, delivering creative solutions for various projects.
- Produced visually striking CG elements for cross-platform commercials and advertising.
- Improved look development workflows, cutting down iteration time.
- Consistently met client expectations for quality and innovation.

THE MILL, Culver City, CA   07/2016 – 04/2019

A global network of award-winning minds with decades of experience across advertising and brand experience industries.

Visual Effects (VFX) Artist (02/2017 – 04/2019)

Specialized in lighting, look dev, texture, and modeling for high-end visual effects in commercials and films.
- Contributed to texture and lighting development on multiple award-winning projects.
- Collaborated with senior VFX artists to enhance overall project quality.
- Implemented improved rendering techniques to speed up production time.

Assistant Visual Effects (VFX) Artist (09/2016 – 02/2017)

Supported senior VFX artists with lighting, look dev, texture, and modeling tasks, contributing to delivery of complex visual effects.
- Assisted in successful delivery of high-quality VFX for multiple major clients.
- Developed technical expertise in lighting setups and rendering processes.
- Played a key role in execution of visually complex scenes.

Computer Graphics (CG) Intern (07/2016 – 09/2016)

Assisted with lighting, look dev, texture, and modeling tasks, gaining hands-on experience in VFX production.
- Contributed to lighting and look dev of multiple commercial projects.
- Developed foundational skills in CG modeling and texturing.
- Collaborated with senior artists to complete high-quality VFX work.

EDUCATION

Bachelor of Fine Arts, Video Production, BROOKS INSTITUTE, Ventura, CA (2012)

PROFESSIONAL DEVELOPMENT

Computer Graphics (CG) Generalist, GNOMON SCHOOL OF VISUAL EFFECTS, Los Angeles, CA (2016)
- Lighting, texturing, look development, compositing, and modeling
- Awarded Gnomon "Best of Term Lighting Category" (Spring 2016)