

Alma Ramirez

Character Animator

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EXPERIENCE:

03/2014 - 07/2014 Insomniac Games – Burbank

Keyframe animation and Motion capture clean-up on cinematic cut scenes for Sunset Overdrive.

04/2013 – 07/2013 Sony Computer Entertainment America – San Diego

Keyframe Facial animation and motion capture Clean-up on cinematic cut scenes for an unreleased AAA Title and Killzone 4: Shadow Fall.

01/2013 – 01/2013 Hydrogen Whiskey – Santa Monica

Animation motion capture clean-up.

03/2012 – 09/2012 Electronic Arts – Playa Vista

Animation Clean-up artist on Medal of Honor - Warfighter.

08/2011 – 03/2012 Hydrogen Whiskey – Santa Monica

Keyframe animation and motion capture clean-up on Star Wars Kinect Game. I was also promoted to a lead position during the project.

05/2011 – 07/2011 Image Metrics – Santa Monica

Created high quality facial animation on Max payne 3.

01/2011 – 04/2011 Sony Imageworks – Culver City

Keyframe animation and motion capture clean-up on The Green Lantern.

11/2010 – 01/2011 Jim Henson Studios – Hollywood

Animation Clean-up artist for the Sid the Science Kid TV Show.

08/2009 – 09/2010 Image Metrics – Santa Monica

Created high quality facial animation on games such as: God of War III, Red Dead Redemption, Grand Theft Auto IV Episode II, and Halo Reach.

05/2009 – 08/2009 Collision Studios – Los Angeles

Animator and Clean-up artist for Basketball Wii game.

03/2009 – 05/2009 Hydrogen Whiskey – Santa Monica

Animation Clean-up artist for WWE – Raw vs. Smack down.

11/2008 – 01/2009 Image Metrics – Santa Monica

Created high quality facial animation on games such as: Grand theft Auto IV Episode I.

11/2008 Stardust – Santa Monica

Animated dolphin's for a J-power Commercial Spot.

EDUCATION:

2009 – 2010 Animation Mentor

Mentors: Joe Mandia, Mike Walling, Kevin OHara, Mike Stern, Kenny Roy, and Sean Sexton.

2006 – 2008 Otis College of Art and Design

BFA, Digital Media

SOFTWARE:

Maya, 3D Studio Max, Motion Builder, Photoshop, After Effects, Flip Book.