

# Ramon Blake Guthrie

Motion Graphics Artist / 3D Artist / Architectural Visualizer / Digital Designer

**Age:** 37

**Nationality:** British

**Birth place:** London/England

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**URL:** [www.rbgstudios.co.uk](http://www.rbgstudios.co.uk) **Showreel:** [www.youtube.com/navarro1980](http://www.youtube.com/navarro1980)

**Linkedin:** [www.linkedin.com/in/ramonguthrie](http://www.linkedin.com/in/ramonguthrie)

**Behance:** [www.behance.net/ramonguthrie](http://www.behance.net/ramonguthrie)

## SOFTWARE SKILLS AND EXPERIENCE /

**Graphic Design:** Adobe Photoshop, Adobe Illustrator, Lightroom, Fireworks, Painter and SketchBook.

**3D modelling, Lighting & Animation:** 3D Studio Max (*V-ray, MentalRay, iRay, Octane, Corona Renderer, Redshift and Maxwellrender*), Cinema 4D (*V-ray, Octane, Corona and Redshift plugins*), LightWave, Maya, Zbrush, Modo, Keyshot, Adobe Fuse and Poser.

**Video editing, Effects & Sound:** After Effects, Adobe Premiere Pro, Composite, Media Encoder CC, Adobe Audition, Cubasis and Apple Logic.

**Multimedia, Web Design and UI:** Dreamweaver, Adobe Animate (*formally Flash*), Adobe XD, ActionScript, HTML5, CSS3, Bootstrap and SVG animation.

**Desktop Publishing:** InDesign CC, Adobe Acrobat Pro, Microsoft Office, Openoffice and WordPress.

**Operating Systems:** Windows and Mac

**Workplace Experiences:** Retouching & Matte Painting, Web Design (HTML, CSS3, Flash, jQuery & Java), Logo Design, Illustrating, Package design, 3D Lighting TD, Texturing/Surface Baking & UV mapping, 3D/2D Animation, Motion Graphics, Compositing, Storyboarding, Game Engines (Unreal Ed and Unity), RenderFarm management (ButterflyNetRender(BNR) & BackBurner), Digital Photography, Printing, Computer Hardware troubleshooting and Installation Experience.

## WORK EXPERIENCE /

**StepStone UK (formally Totaljobs Group) July 2014 (3 year permanent contract currently)**

**Role: Creative Digital Designer & Motion Graphics Artist**

Duties:

- Working with all stakeholders to maintain brand consistency across all the \*vertical job boards ([totaljobs](#), [CareerStructure](#), [Caterer.com](#), [Catererglobal.com](#), [CWJobs](#), [RetailChoice](#), [Milkround](#) & [Jobsite](#) )
- In charge of iconography creation which is used on all the \*vertical job boards' as well being used in all advertising, sales and marketing collateral.
- Produced brand logo ident animations for all \*vertical job boards: [please see link for logo animations.](#)
- Produced videos for social media channels and producing animations for sponsored Football club team stadium for LED boards and large stadium screen displays.
- Producing and creating desktop and mobile banner advertisements (*in a variety of different formats Flash, HTML5, CSS animations and Gifs*) Jobseeker and Recruiter facing for all \*vertical job boards.
- Producing and creating presentation collateral for Project Owners, Marketing teams, Sales teams and Tech teams across all \*vertical job boards.
- Producing content for external events, presentations, posters, pull-up banners, stands and social media assets for all \*vertical job boards.
- Producing content for Out of home campaigns, large digital displays, terminal and train advertisements.
- Responsible for Internal comms which involves creating, maintaining and scheduling content for all Comm-screens across all the office regions, as well creating business cards, letterheads, weekly and monthly newsletters.

- Working as part of a collaborative UX team, providing team support and solutions, from concepts, mockups to designing templates for all sectors within the company.
- Packages used for production are **Photoshop, Illustrator, Indesign, Dreamweaver, Muse, Adobe Animate, Cinema 4D, After Effects, Premiere & Adobe Media Encoder & Microsoft Office Suite.**
- URLs [totaljobs.com](http://totaljobs.com), [CareerStructure.com](http://CareerStructure.com), [Caterer.com](http://Caterer.com), [Catererglobal.com](http://Catererglobal.com), [CWJobs.co.uk](http://CWJobs.co.uk), [RetailChoice.com](http://RetailChoice.com), [Milkround.com](http://Milkround.com) & [Jobsite.co.uk](http://Jobsite.co.uk)

**Wilkinson Eyre Architects** August 28th 2013 (*1 year permanent contract*)

Role: **3D Visualizer**

Duties:

- Producing Concept Design, 3D mock-ups & Marketing images for pre-visualization and pre-planning.
- Producing Massing Studies, Technical model sections for Architectural analysis.
- Low / High polygon modelling and from CAD plan drawings using 3Dsmax.
- Advanced Lighting & Rendering, (GI, Toon & with Mental ray, Vray and Maxwellrender)
- Advanced texturing & UV mapping to real world scales (Normal Mapping, Relief Mapping & texture Baking with BodyPaint & ZBrush)
- Camera matching 3D scenes.
- Running a render farm, for producing animations and high quality still images with BackBurner.
- Packages used for production are **3D Studio Max, Rhino, AutoCAD, Cinema 4D, Iray, Vray, Photoshop & After Effects.**
- URLs <http://www.wilkinsoneyre.com>

**Joystick Interactive / Razor Fish UK** January 11<sup>th</sup> 2013 (*5 months freelance contract*)

Role: **Motion Graphics Artist & Composer**

Duties:

- Produced a 3D animation, to go alongside a launch of a brand new product range for **McDonald's** (the well-known worldwide fast food chain) called **McBites**, to be marketed along with online games, TV and web campaigns for a limited period.
- Produced 3D animatic fly-throughs for client sign-off.
- Edited, Graded and composited the animation.
- Packages used for development are **3D Studio max 2013, Vray, Photoshop CS6 & After Effects.**
- URLs <http://www.joystickinteractive.com>

**Hex Studios** August 16<sup>th</sup> 2011 (*14 month on rolling freelance contract*)

Role: **Marketing & Animation Artist**

Duties:

- Produced & design short Idents to be used for TV and web campaigns.
- Designed fresh, corporate and clean e-commerce website templates for new start-up companies.
- Designed a variety of banner ads with different styles and looks to be sold onto 3<sup>rd</sup> party companies.
- Packages used for development are **3D Studio max 2012, Vray, Photoshop, Illustrator, After Effects, Dreamweaver & Flash.**

**FK3** June 20<sup>th</sup> 2011 (*5 week freelance contract*)

Role: **Flash Designer & Animation Artist**

Duties:

- Reproduce a concept interactive presentation into a Flash animation to be used online training for **SanDisk.**
- Animation was constructed in After Effects, Flash CS and AS2 was used to call in the slides dynamically when requested for a low bandwidth, optimized web experience.
- Packages used for development are **Photoshop, Illustrator, Microsoft PowerPoint, After Effects, Flash 5.5 and Actionscript 2**
- URLs <http://www.fk3.biz>

**Sit-Up TV** April 28<sup>th</sup> 2011 *(5 days freelance contract)*

Role: **Motion Graphics Artist & Composer**

Duties:

- Produced a stylish Promo TV ad with added voice over's to be aired on Bid-Up <http://www.bid.tv>
- Designed Logo and artwork for TV and Marketing campaigns.
- Packages used for development are **Photoshop, Illustrator, After Effects and Premiere Pro**
- URLs <http://www.sit-up.tv>

**Crystal CG International** December 10<sup>th</sup> 2010 *(4 week freelance contract)*

Role: **Senior Lighting & Animation Artist**

Duties:

- Produced HD 3D animation fly-throughs for a sponsor of the London 2012 Olympics for Web/TV campaigns using 3D Studio max, Vray & Vray RT.
- Advanced texturing & UV mapping.
- Advanced Lighting & Rendering, (HDR, GI & Ambient Occlusion style rendering, Non Linear, multi-pass rendering using Mental ray and Vray)
- Running a render farm, for producing animations with BackBurner.
- Packages used for development are **3D Studio max 2011, Vray 2.0, Mentalray, Photoshop, Illustrator and After Effects.**
- URLs <http://www.crystalcg.co.uk> & <http://www.keyframestudios.co.uk>

**XFace** April 27<sup>th</sup> 2010 *(7 Months freelance contract)*

Role: **GUI Artist & Graphic Designer**

Duties:

- User Interface (UI) designs for navigations, layouts and buttons.
- Re-designed and produced a user-friendly company website template, <http://www.xface.co.uk/stage/index.htm> WIP
- Producing concept designs, created animated logos & splash screens.
- Image editing and vector artwork design.
- Working with Microsoft Surface touch screen technology.
- Software and skills used in development are **Photoshop, Illustrator, Firework, Dreamweaver, Flash, After Effects, & Microsoft SilverLight.**
- URLs <http://www.xface.co.uk> *new layout coming soon!*

**Shimmer** January 12<sup>th</sup> 2010 *(4 Months freelance contract)*

Role: **Head Web Designer**

Duties:

- Designed and developed a fresh and funky website, for a brand new up and coming, female music artist called Shimmer.
- Updating and maintaining information on the website.
- Frontend and backend site development.
- Designed and developed new a Corporate Identity for Shimmer.
- Integrated streaming music, twitter feeds and media players.
- Software and skills used in development was **Photoshop, Fireworks, Flash, Dreamweaver and CSS3.**
- URLs <http://www.shimmerbaby.com>

**J.Snobbies Ltd** June 2<sup>nd</sup> 2009 *(6 Months freelance contract)*

Role: **Marketing Strategist and Lead Web Designer**

Duties:

- Designed and developed a fresh and clean e-commerce website, for a new start-up company.
- Updating and maintaining information on the company's website.
- Frontend and backend site development.
- Designed and developed new a Corporate Identity for J.Snobbies.
- Designed business cards, leaflets, posters, letterheads and ads.
- Planning marketing PR strategies with the company, street promotion, handouts and organised events.

- Software and skills used in development was **Illustrator, Photoshop, Fireworks, Flash, Dreamweaver and CSS3.**
- URLs <http://www.jsnobbies.com> or <http://www.jsnobbies.co.uk>

**CityScape Ltd** June 23<sup>rd</sup> 2004 (*5 years permanent contact*)

Role: **Last position: Advanced Lighting & Texturing Artist**

Duties:

- Low / High polygon modelling and organic modelling using 3Dmax, LightWave and Zbrush.
- Advanced Lighting & Rendering, (HDR, GI, Toon & Ambient Occlusion style rendering using FPrime, Mental ray, Vray and Maxwellrender)
- Advanced texture & UV mapping (Normal Mapping, Relief Mapping & texture Baking)
- Camera matching to 3D scenes.
- Produced 3D animation fly-throughs for clients using 3D Studio max and LightWave.
- In charge of game research and development (Serious Gaming, 3D internet and Game Engines).
- Worked with some incredible developers like [Candy & Candy](#), [Land Securities](#) & [British Land](#) and with the world's most influential architects such as [Make](#), [Zaha Hadid](#), [KPF](#), [Ian Simpson](#), [Foster + Partners](#), [Terry Farrell and Partners](#) & [Fletcher Priest](#).
- Blended Digital photography with 3D to produce photo real solutions.
- In charge of running a render farm, for producing animations and large print marketing stills (Butterfly NetRender & BackBurner)
- In charge of image and photo manipulation, retouching and art working.
- Designed, aided and produced maps, plans and business documents.
- Packages used for development are **3D Studio max, LightWave, Modo, Zbrush, Vray, Maxwellrender, Photoshop, Illustrator, Flash, Dreamweaver and InDesign.**
- URLs <http://www.cityscape3d.com>

**Stimulus Ltd** January 2004 (*4 Months contract*)

Roles: **Head Web & Graphic Designer**

Duties:

- Designed and developed a fresh and funky web site, for a new start-up company.
- Designed and developed new a Corporate Identity for Stimulus.
- Designed business cards, leaflets, posters, letterheads and ads.
- Web site development.
- Packages used for development were **Photoshop, Illustrator, ImageReady, Flash MX and Dreamweaver.**
- URLs <http://www.stimuluspromo.co.uk>

**Churston Heard Ltd** August 2003 (*3 Months contract*)

Roles: **Art worker & Retouch Designer**

Duties:

- Designed and produced maps, plans, business documents and brochures.
- In charge of image and photo manipulation, retouching and art working.
- In charge of Reprographics and Printer maintenance
- Used advanced machinery for collating documentation.
- Organising deliveries and Stock.
- Packages used for development were **Illustrator, Photoshop, Microsoft Office, Quark Xpress and Adobe Acrobat / Writer.**
- URLs <http://www.churstonheard.co.uk>

**Bluething Ltd (website & database design, network support & hosting)** June 2003

Roles: **Web Designer & Art worker**

Duties:

- Designed and developed a corporate professional fresh web site, for a new start-up company.
- Web site development.
- Having a strong bond with the company I also help to produce sites from other company linked with Bluething.
- Designed a new Corporate Identity for Integer and [www.bluething.co.uk](http://www.bluething.co.uk)
- Packages used for development were **3D studio max, Photoshop, Illustrator, Flash, ImageReady, Firework and Dreamweaver.**
- URLs <http://www.bluething.co.uk>

**Yourdiggs (I.T Solutions) May 2002 (7 Months contract)**

Roles: **Lead Web & Graphic Designer**

Duties:

- Designed and developed corporate professional fresh web sites for a small start-up company.
- Designed business cards, letterheads and ads.
- Designed and developed new Corporate Identities for Yourdiggs.
- Packages used for development were **Photoshop, Illustrator, ImageReady and Dreamweaver.**
- URLs <http://www.yourdiggs.com>

**Freeman Business Information plc July 2001 (10 Months)**

Roles: **Junior Web & Graphic Designer**

Duties:

- Web site development.
- Designed banners for the new look sites [www.freemansnews.com](http://www.freemansnews.com), [www.freemansshop.co.uk](http://www.freemansshop.co.uk) and [www.freemansguide.com](http://www.freemansguide.com).
- Designed a variety of ads with different styles and looks.
- Produced ads with a corporate fill but with elements of fun in the design.
- Designed a new Corporate Identity for [www.freemansguideplus.com](http://www.freemansguideplus.com).
- Packages used for development were **Photoshop, ImageReady, Dreamweaver and Flash.**
- URLs [www.efreeman.co.uk](http://www.efreeman.co.uk)

## EDUCATION AND QUALIFICATIONS /

- 1999-2001 Newham College of F.E  
HND in Graphic Design (Communications) (Distinction)
- 1997-1999 Eastbury 6th form College  
GNVQ Advanced Art & Design (Distinction)
- 1996-1997 Eastbury 6th form College  
GNVQ Intermediate Art & Design (Merit)
- 1991-1996 Eastbury Comprehensive School: Six G.C.S.E Passes

## REFERENCES /

**Asa Movshovitz** (Creative Director) 07811 930 144 / [asa.movshovitz@crystalcg-international.com](mailto:asa.movshovitz@crystalcg-international.com)

**Raja** (Managing Director) 07854525063 / [rajamannar@xface.co.uk](mailto:rajamannar@xface.co.uk)

**Terry Wu** (Senior Lighting Artist) 07919152151 / [terryw@hotmai.co.uk](mailto:terryw@hotmai.co.uk)

**Robert Sailsman Bsc** (Systems Analyst) 0779 626 7838 / [robert.salisman2@ggc.scot.nhs.uk](mailto:robert.salisman2@ggc.scot.nhs.uk)