



Ramiro Gomez

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About

With over 21 years of experience in production environments, I have proven myself to be a skilled leader, super, artistic director and innovator. I tackle every challenge with a problem solving mindset. I love the fire of production and collaborating to find scalable solutions to every challenge, and love to collaborate with a team to achieve a common goal. I have expertise in feature film, broadcast, integrated marketing, business development, planning and execution, content creation, strategic and creative planning and collaboration, presentation development and decision-making.

Experience

Senior VP Business Development – Anderson Productions 2011 - present

I was solely in charge of building the brand and making sure that new clients were secured for the company. Strategic Consulting, including brand strategy, sales strategy, client and business development.

Senior Creature Technical Director – Double Negative – Paul and John Carter 2009 - 2011

Responsible for Creature rigging and interfaces with animation. Responsible for character deformations. Created and setup the entire character finding department and pipeline for Paul and John Carter of Mars.

Rigging Supervisor – Laika 2006 - 2009

Rigging Supervisor on Laika's "Jack and Ben" unreleased. Responsible for overseeing all character and prop development/rigging for the film. Supervised 3 technical directors, making sure all show standards were met.

Responsible for communication with the animation department to insure that animation interfaces and all character controls were sufficient for all animators. Responsible for communication with the layout department to insure that animation interfaces and all character/prop controls were sufficient for all layout artists.

Technical Animation Supervisor – Sony Pictures Imageworks 2005 - 2006

Responsible for prop and character rigging of several characters and props for the movie. Responsible for communication with the layout department to insure that animation interfaces and all character/prop controls were sufficient for all layout artists.

Rigging Lead – Walt Disney Feature Animation 2001 - 2005

Responsible for overseeing all character and prop development/rigging for the film Chicken Little. Supervised 7 motion technical directors, making sure all show standards were met. Responsible for communication with the animation department to insure that animation interfaces and all character controls were sufficient for all animators on the show.

Education

Ringling School of Art and Design – Sarasota, FL
Bachelor of Fine Arts in Computer Animation

1990 - 1994

Skills

Maya, python, mel, fluent in Spanish and English, excellent leadership/communication skills, project management, resource/asset allocation, casting, bidding, personnel management. Extensive experience and knowledge in digital development language, training artists and curriculum development.