

RAMON PADILLA

Sr. Production Artist | Graphic Designer

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Seeking a position with an established company wherein my skills can be utilized to enhance productivity, provide solutions to communicate with high visual impact.

EXPERIENCE

2022—PRESENT

Sr. Production Designer **Infusion by Castells**

- Collaborate closely with Art directors, Production Designers, Project Managers and Account Teams
- Prepare final digital files adhering to provided specs and technical requirements for print and digital output
- Upload Final Files via FTP site to printer vendors and developers
- Version out existing approved concepts to a variety of sizes and specs for production and upload to printers
- Archive jobs properly on server. Back up files daily.
- Transmit files as necessary for client approvals or to outside vendor(s)
- Communicate status and completion of jobs to Project Managers, Art Directors and Account Teams
- Adhere to strict deadlines
- Ability to work on direct mail, print, digital, presentation decks among other media formats.
- Lead Print Production calls with printers/clients.

2015—2022

Print Production Artist / Graphic Design **Educational Insights, Gardena, CA**

- Packaging Design
- Dieline Creation, Dieline Manipulation
- 3D Rendering (Output) for digital, print and animation
- 3D Product CMF (Color, Material, Finish)
- 3D CAD Scene Composition (setting angles, positioning the product(s))
- Image retouching, clipping paths and additional image manipulation
- Managing digital asset management (DAM) system
- Asset Management for Amazon, and other retail sites.
- Tradeshow booth design and merchandising
- Product photography (Studio Setting)
- Catalogue and marketing collateral design
- Ensure the accuracy of final design files
- Prepping and Collecting files for Final Output
- Follow a development time line to ensure tasks are being completed on time
- Product Ideation for toys and games
- Video Editing
- InDesign Variable Data Merge
- Web design and support
- Building printer vendor relationships

SKILL SET

- Adobe Creative Cloud
- Photoshop CC
- InDesign CC
- Illustrator CC
- 3D—Origami
- 3D—Keyshot
- 3D—Maya 3D
- Video Editing (Adobe Prem, After FX)
- Studio Photography
- Wrike—Project Management
- Basecamp—Project Management
- Large Format Printing
- Color Separation
- Mock—Ups (Cutting, Scoring, etc)
- Pre—Flighting
- Data Merge
- Stop Motion Animation

2008—2022

Graphic Designer / Production Artist—*FREELANCE*

**RLR Advertising, 72 and Sunny, Al Punto Advertising, Creative Mistress,
ELA Advertising, Minuteman Press, Colliers International, Makita USA
Los Angeles California Area**

- Ensure the accuracy of design files
- Collaborate closely with art directors, designers and developers
- Prepare final press-ready files based on supplied specifications for several types of printing
- Make various formats of supplied artwork production-ready and resolve any artwork issues that arise during production
- Image retouching, clipping paths and additional image manipulation
- Follow a development time line to ensure tasks are being completed on time
- Design under direction of Creative Director
- Read and interpret design briefs

2003—2007

Education

Los Angeles, CA.

Bachelor Degree in Visual Communication, Westwood College