

Ricardo Morayta

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Summary

As a 3D Artist I consider myself to be a generalist when it comes to the 3D pipeline because I like to do everything, now a days concentrating more in the game industries involving myself more in to modeling, creating shading networks, rigging, animating and rendering for game engines specially Unity working mostly on Maya as my preferred package.

As a highly motivated and ambitious person, I was able to contribute to different companies and projects, In doing so, I extended my experience in the areas of 2D and 3D design. I am creative and resilient, which allows me to work under high pressure.

Portfolio

<https://ricardomorayta.tk>

Education

2000 – 2004 Bachelor of Media Arts and Animation

Work Experience

- | | |
|--------------------|---|
| 2016- 2018 | Freelancer in 3D and 2d graphics
3D graphics, from modelling until final production,
2D graphics, image re-design, web page, pre-press design |
| 2015- 2016 | 3D Designer at Sankom Schweiz, Delemont, CH
3D Graphics and animation,
Product and furniture design |
| 2014 - 2015 | Artist/ Designer at Frisina Architekten GmbH, Basel, CH
Corporate and Logo Design,
2D and 3D artist |
| 2013-2014 | Graphic Designer at Kaefer Schweiz AG, Basel, CH
Image redesign
Creation of all the companies image |
| 2009-2013 | Entertainer and costumer service
Costumer service in several Hotels around the riviera maya and Europa
Guest Entertainment and quality control on several hotels |

Special Knowledge

Windows, Mac, Linux, Photoshop,
Illustrator, After Effects, Maya, Zbrush,
Mental Ray, Arnold, AutoCAD, Unity

Languages

English	Mothertongue
Spanish:	Mothertongue
German:	Fluent
Italian:	Fluent