



Hector Ruiz - Visual Direction

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Skills

Specialize in visual direction, keyframes, and creating environments for the entertainment industry

Able to provide concept design and illustrative services for creative and architectural firms

Traditional art background with professional experience working on character, vehicle, environment, and prop creation

Professional experience working with industry software such as Adobe Photoshop and basic understanding of 3D programs such as 3D-Coat, 3DS Max, Maya, Zbrush, and others

Employment

- 2010 - present Freelance visual designer, concept artist, and illustrator
- 2019 Illustrator, PicturePlane Imaging
- 2017-2018 Senior concept artist and designer, Sector 5 Digital
- 2016 - 2017 Website co-writer and social media content creator, Big Bad World of Concept Art
- 2012-2016 Art instructor, Art and Technology Institute

Education

- 2015-present Various workshops and online classes
- 2011-2014 2D Entertainment Design, The Art Department
- 2007-2009 MFA Arts and Technology, University of Texas at Dallas
- 2004-2007 BA Arts and Performance, University of Texas at Dallas

Clients

These are some of the companies I have done projects for

