

BRUNO RAMÍREZ CONCHA

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PROFESSIONAL SUMMARY

Digital Animator and Motion Designer with experience in motion graphics, 2D animation, explainer videos, rigging, storyboarding, and video editing. Skilled in producing animations that effectively communicate the message and capture the audience's attention.

SOFTWARE

Animation Software:	• After Effects	• Adobe Animate	• Clip Studio Paint
Design Software:	• Photoshop	• Illustrator	
Video Editing Software:	• Premiere	• After Effects	• Adobe Audition
Other Skills:	• Html and CSS	• Rigging	• 3D Modelling

WORK EXPERIENCE

Vulcano Propiedades

Graphic Designer / Digital Animator / Video Editor

May, 2024
Santiago, Chile

Developed a presentation video for a real estate brokerage company. Responsible for the production, co-direction, and video editing, as well as creating an animation for the company's logo.

Main areas of responsibility for the position:

- 2D Animation
- Video Editing

ECONEXUS

Digital Animator / Graphic Designer / Producer / Video Editor

January, 2024 - April, 2024
Santiago, Chile

Developed the logo and corporate video for ECONEXUS, a company providing ultrasound services for the aquaculture industry. I was responsible for co-directing, producing, scriptwriting, and video editing, as well as creating an animation for the company's logo.

Main areas of responsibility for the position:

- 2D Animation
- Graphic Design
- Video Editing
- Production

JM COMUNICACIONES

Digital Animator

May, 2023 - June 2023
Santiago, Chile

Professional internship. Responsible of creating explainer videos for the political party Alianza Verde Popular. Responsible for production, scriptwriting, storyboarding, design, and animation.

Main areas of responsibility for the position:

- Storyboarding
- Motion Design
- 2D Animation
- Graphic Design

MUNICIPALIDAD DE MACUL

Digital Animator

December, 2022 - January 2023
Santiago, Chile

Developed a character rig for the Municipality of Macul. Responsible for character rigging, design, and animation.

Main areas of responsibility for the position:

- Motion Design
- 2D Animation
- Rigging

THE WEBSTER

Digital Animator

July, 2020 - August 2022
Santiago, Chile

Developed multiple animated projects for social media for the graphic design company The Webster. Responsible for graphic design and animation of projects for various clients.

Main areas of responsibility for the position:

- Motion Graphics
- 2D Animation
- Graphic Design

BRUMA*Digital Animator***December, 2021 - January 2022***Santiago, Chile*

Developed animated pieces for the music video 'FLAMA' by the music artist BRUMA. Responsible for storyboarding, animation, and designing environments and characters.

Main areas of responsibility for the position:

- 2D Animation
- Storyboarding

OLIVIA MORTIS*Digital Animator***January, 2021 - March 2021***Santiago, Chile*

Developed an animated music video for the song 'Siniestro Amor' by the music artist Olivia Mortis. Responsible for storyboarding, animation, and designing environments and characters.

Main areas of responsibility for the position:

- 2D Animation
- Storyboarding

MAGO EDITORES*Social Media Manager***August, 2021 - September 2021***Santiago, Chile*

Development of graphic pieces for social media for MAGO Editores. Responsible for proposing and creating content, as well as developing graphics and animations.

Main areas of responsibility for the position:

- 2D Animation
- Graphic Design

RODRIGO CABEZAS*Social Media Manager***March, 2021 - May 2021***Santiago, Chile*

Development of graphic pieces for social media for candidate Rodrigo Cabezas. Responsible for proposing and creating content, as well as developing graphics.

Main areas of responsibility for the position:

- Graphic Design

PROYECTS

Metamorfosis, Colectivo Astropulvis (2022)*Animated Short Film, Stop Motion*

Project made in collaboration with Francisca Mellado and Vicente Santelices. Work selected by the Balmaceda Arte Joven competition and presented in its exhibition at the Museum of Contemporary Art, Santiago, Chile. Responsible for co-direction, video editing, storyboard, image editing, digital animation, and stop motion.

LANGUAGES

- Spanish - Native
- English - Advanced

EDUCATION

Instituto Profesional Providencia (2021-2023)*Graduated, Technical Degree in Digital Animation***Colegio Altamira (2015)***Graduated, High School*