


RICARDO GALVAN VELASCO

DIGITAL ARTIST / 2D ANIMATOR



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 Ricardo Galván

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Monterrey, NL, Mexico

PROFESSIONAL SUMMARY

Digital artist, with experience in 2d animation projects pipelines, with leadership spirit, creativity for visual development, interested and experienced in background design and layout.

EDUCATION

-Tecnológico de Monterrey, Campus Monterrey, Mexico | Graduation: June 2024

Digital Art | Concentration in Animation

Relevant courses: Animation Project Production | Concept Art | Animation History | Animation Basics

-International Program: Coco School, Alicante, Spain | August - November 2023

2D and 3D Animation

Relevant courses: 2D animation techniques | Body Mechanics | Character Design | Advanced Acting

SKILLS

Soft / Technical

- Critical Analysis
- Attention to details
- Planner
- Teamwork
- Open to criticism
- Fast learner
- Layout Design
- Background design
- Creative
- Digital Illustration
- 3D Animation
- 2D Animation

Softwares

- Toon Boom Harmony
- Clip Studio Paint
- Procreate
- Photoshop
- After Effects
- Autodesk Maya
- Blender
- Microsoft Office Suite

Languages

- English (fluent)
- Spanish (native)

EXPERIENCE

ACADEMIC PROJECTS

“Do U see me?” Animated Shortfilm Feb - Jun (2024)

For my graduation project I joined a team to create an animated short film in which I made concept art for characters and isometrics for the backgrounds. In addition I did 7 backgrounds from layout to color and I animated 6 scenes from rough to lights and shadows. For this project I used Procreate for the concepts, Clip Studio Paint for the backgrounds and Harmony for animation.

“80 Anniversary” Animated Shortfilm Jun - Jul (2023)

TECNOLÓGICO DE MONTERREY

Was invited to join the production team for the Tec de Monterrey 80th anniversary animated short film. After accepting it I became part of the background department. There I was responsible for designing and drawing backgrounds. The programs I used were Photoshop and Clip Studio Paint which perspective rulers were so helpful.

“KLAY” Animated Shortfilm Feb - Jun (2023)

Was responsible for directing an animated short film. During that project I also animated 15 scenes from layout to final color. In addition I lead the backgrounds team in which I also made 24 backgrounds. The programs I used were Procreate, Photoshop, Clip Studio Paint and Harmony. Definitely I had to improve my communication skills and become a great listener to lead the team successfully.

FREELANCE

Made 16 illustration covers for “Graciela Velasco Cuenta Cuentos” podcast on Spotify. I used Procreate program. I also applied the skill I learned from “Drawing caricatures course.”

Made 2 illustration t-shirts designs for “Mapache MTB” cycling company on Instagram. I used Clip Studio Paint program.

TRAINING COURSES

● **MASTERING LIGHTING AND SHADING**/Aveline Stokart
Learned how to paint different moods of a same scene with blending modes.

● **GESTURE DRAWING** / Warren Louw
Learned to make credible poses by analyzing and understanding the flow while drawing.

● **INTRODUCTION TO LANDSCAPES** / Philip Sue
Learned to make quick thumbnails of different landscapes scenes, so later I could choose one and add color, atmosphere, population and rendering to it.

● **DRAWING CARICATURES** / Loopydave
Learned to analyze different faces and their features, therefore I learnt to exaggerate those features.

ACHIEVEMENTS

- Pitched my idea for an animation project for a semester and it was selected. I presented my story idea, the characters and synopsis.
- Joined the background team for the “Tec de Monterrey 80th anniversary” animated shortfilm. They sent me an invitation email to join the team.

EXTRACURRICULAR ACTIVITIES

- **Social Service:** illustrated a course of women care and education. I used Clip Studio Paint program.
- **Social Service:** taught spanish and maths to highschool students online. I used Teams.
- **Social Service:** was staff for different school events.