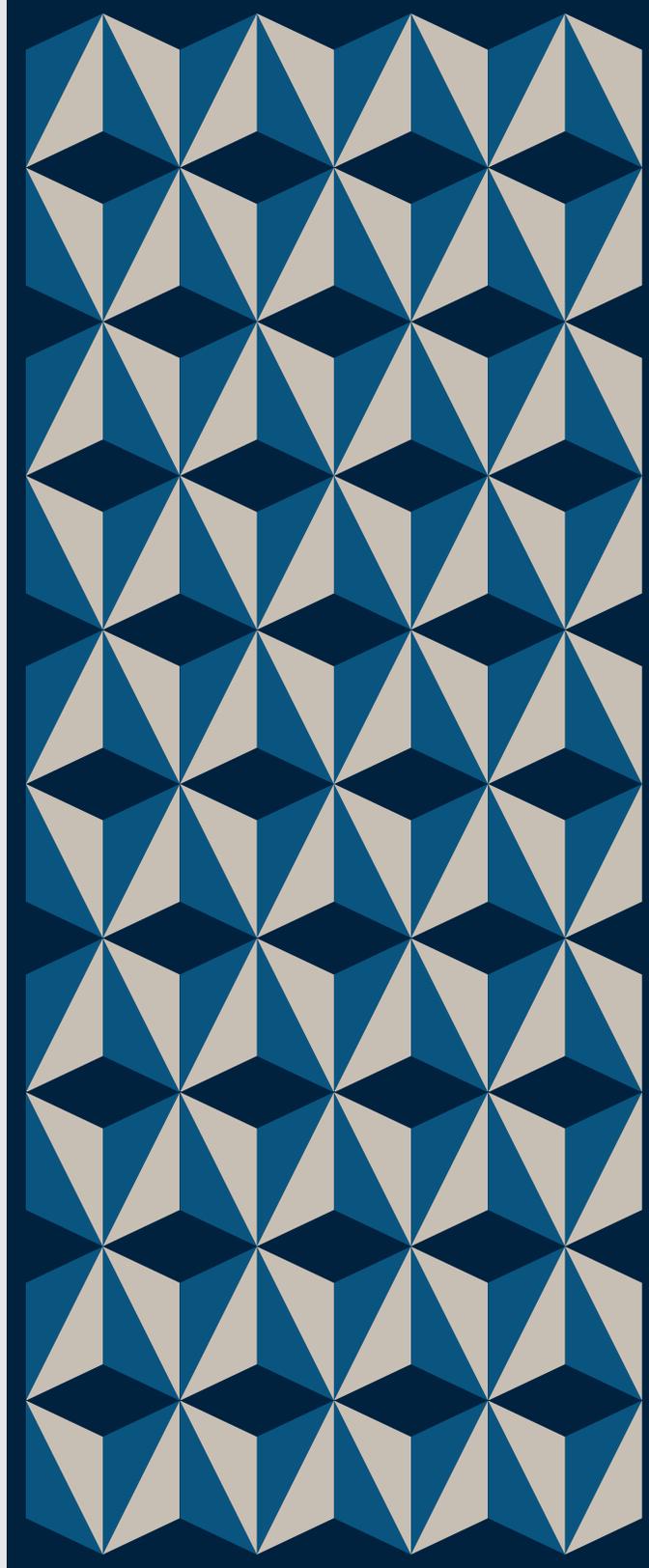




Juan Carlos Ramos
Architectural Visualization



JUAN CARLOS RAMOS FIGUEROA

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📍 Morelia, Michoacan, MX
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Education

» Bachelors in Architecture
Universidad Michoacana
de San Nicolas de Hidalgo,
Morelia, Mich. MX
2000-2007

» Unreal Engine
Gnomon VFX School, Los
Angeles, CA, US. 2017

Interests

» Traditional Illustration
» Animation
» Photography
» Chess

Skills

» Team Leader
» Team Member
» Project Management
» Creative in the fields of
Illustration and animation
» Always Learning

References

» Joana Gomez
Co-Founder / Co-Lab Design office
inbox@co-labdesignoffice.com

» Ivan Marin
Founder / Doho Constructivo
ivanmarin@doho.mx

Software

3Ds Max / Corona / Vray / Forest
Pack / Anima / After Effects /
Photoshop / UE5 / Gaea /
AutoCAD / Rhino / Sketch up /
Corel Draw / Clips Studio Paint

Awards

» Winner Interactive Category
Suspension House Project
CG Architect Awards, 2018

» Excellence Award
Kol Emeth Project
American Society of Architectural
Illustrators, 2017

» Excellence Award
Empire Station Project
American Society of Architectural
Illustrators, 2017

Languages

» Fluent Spanish
» Fluent English



Experience

» **Erhani Studio** current
Co-Founder / Director - 2022

» **Kilograph** 6 yrs
Art Director 2018 - 2021
Senior Artist 2015 - 2018

» **Neoscape**
Digital Artist 2014 - 2015
Contractor 2013

» **FR-EE**
CG Architect 2012 - 2013

» **Freelance**
2010 - 2012

» **PGSM**
Architect 2008 - 2010

» **Doho Constructivo**
Junior Architect 2004 - 2007



ocVibe 2019 - 2024

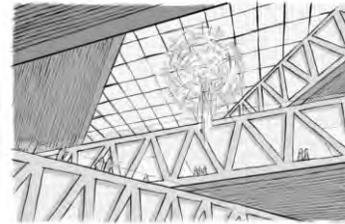
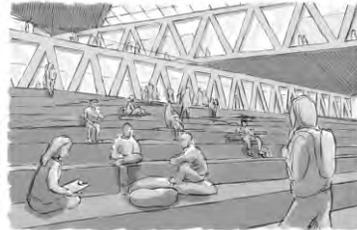
A \$3 billion, a 95-acre master-planned, mixed-use development surrounding the iconic Honda Center. Art Direction and development of numerous images from the competition phase to the project's entitlement making multiple changes and project phases with a team of two to four artists depending on deadlines, and project's scope.



Claremont McKenna College 2021

Developed multiple panoramas, renderings, and animation for the new integrated science building. Managed a team of three artists for all project including an interior design proposal and collaborated with a Creative Director to produce an animation concept. Created a story board, camera paths, lighting and video editing in parallel with the production of the other deliverables.

[Film Link](#)





Fernando Romero Enterprise
Rizzoli 2019

Developed 30 renderings for Fernando Romero Enterprise's book of architectural projects, published by Rizzoli. Managed three remote artists to create large-scale images including the project Punta Ballena which required technical, optimization, and matte painting skills.

In 2013, I won the competition phase for the original NAIM Airport with the FR-EE team, which was revised as seen here after the project was subsequently redesigned in collaboration with Norman Foster circa 2017. This second rendering was completed under time pressure and after overcoming several technical difficulties due to the size of the model and polycount.

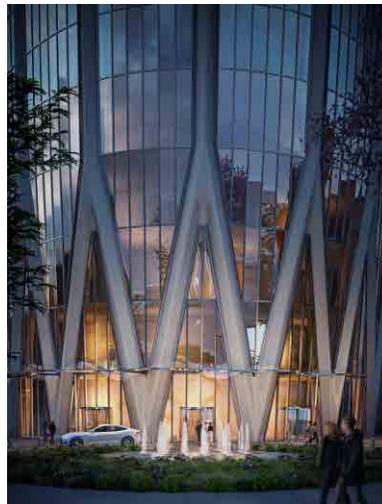


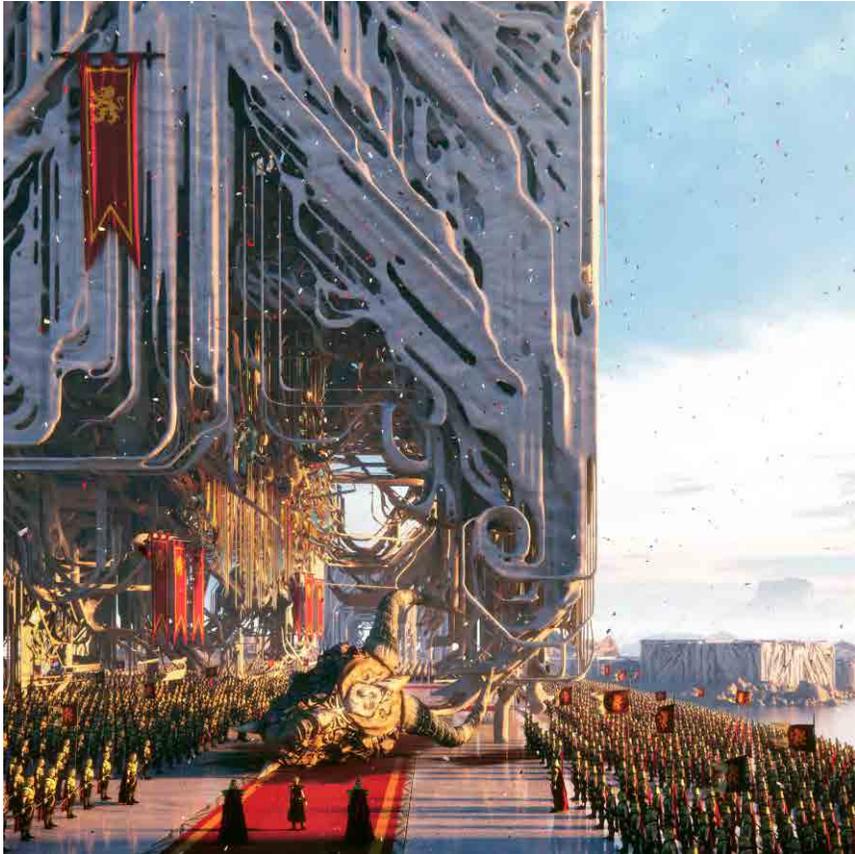
Torre Saba 2013, 2019

Created images for the Torre Saba project located in Mexico City including multiple redesigns.

In the first part of the project in 2012, I established a workflow between 3ds Max and After Effects in order to optimize development times while rendering different versions of the design.

In its most current phase in 2019, managed the drone shots, and used various visualization techniques (e.g., camera match, paint over, matte painting, and color grading) to bring these images to life.





The Render Show 2012 - 2021

Personal blog about creative projects in which I experiment with the use of different software and design ideas as well as the practice of digital and traditional illustration.

From 2013 - 2016, The Render Show also functioned as a platform to train upcoming artists in both experiential skills (e.g., architectural visualization, matte painting, the use of 3D software and plugins) and theory (e.g., photo composition, color theory, and architectural illustration history).





Suspension House 2018

Developed my expertise in the use of UE4 applied to VR, Film, and Interactive Experience. Participated in the creative development of the concept, sketches, mood boards, look and feel, camera animation, lighting, and landscape modeling.

[Link](#)

Diridon Station 2015

Managed a team of artists in four different countries, a helicopter pilot, a camera operator; and provided creative direction to the director of photography, music composer.

[Link](#)

Summer time 2018

Personal project in which I developed my interest in the use of UE4 focused on film instead of VR. Explored different ways to export geometry and textures from 3ds Max to UE4 using Datasmith and Game Exporter.

[Link](#)

Abduction 2019

Personal project in which I explored the use of Marvelous Designer, Daz and Vray GPU.

[Link](#)



Boston 2024 Olympics Bid / Moshe Safdie / Neoscape



Qatar Stadium / Zaha Hadid Architects / Neoscape



Puerta Reforma / Fernando Romero Enterprise



Puerta Reforma / Fernando Romero Enterprise



OC Vibe / Rios Clementi Architects / Kilograph



OC Vibe / Rios Clementi Architects / Kilograph



OC Vibe / Rios Clementi Architects / Kilograph



OC Vibe / Rios Clementi Architects / Kilograph



Villa Mar Organic / Fernando Romero Enterprise



NAIM / Fernando Romero Enterprise / Norman Foster / Kilograph



Century City Apartments / Kilograph



Century City Apartments / Kilograph



Arco Bicentenario / Fernando Romero Enterprise



Holon Temple / Fernando Romero Enterprise



House in Beverly Hills / Kilograph



Áncora Satélite / Península



Marea Cancún / Península



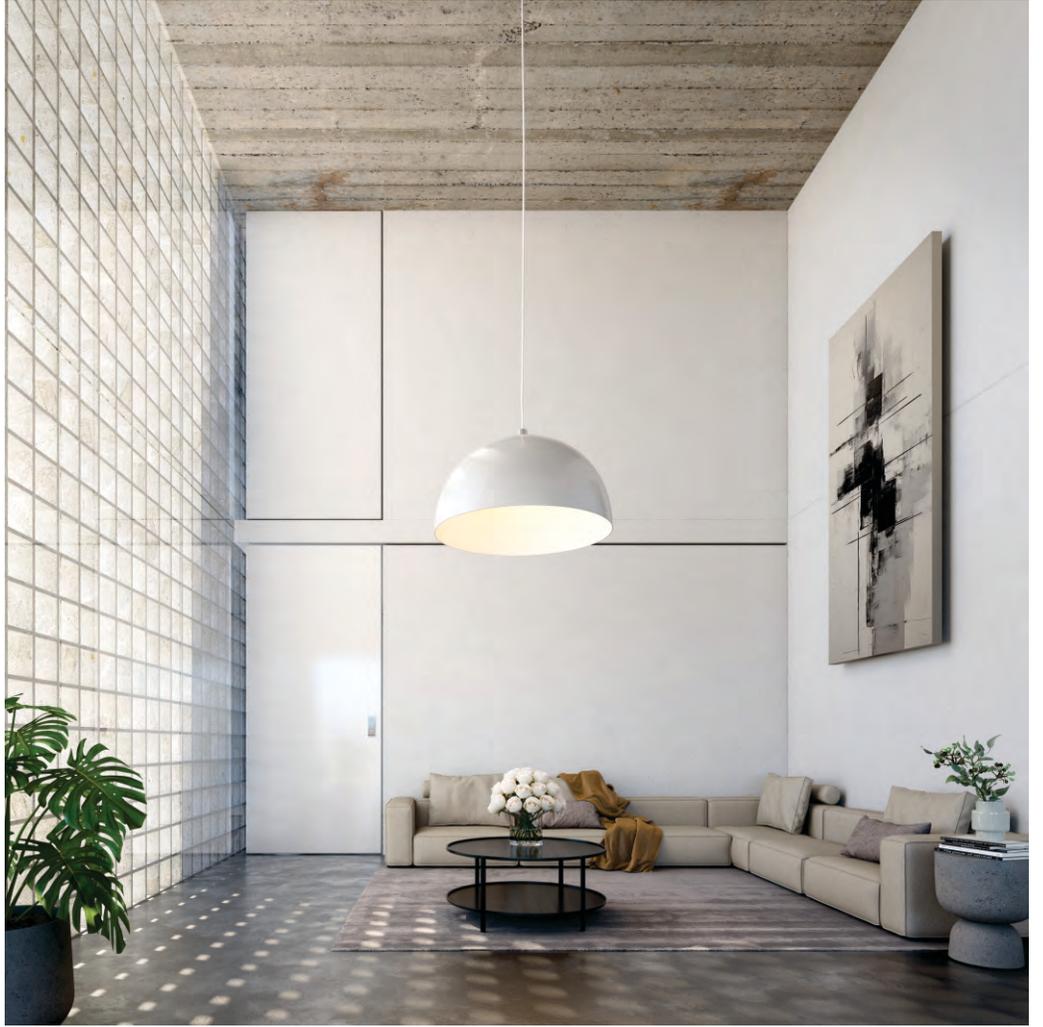
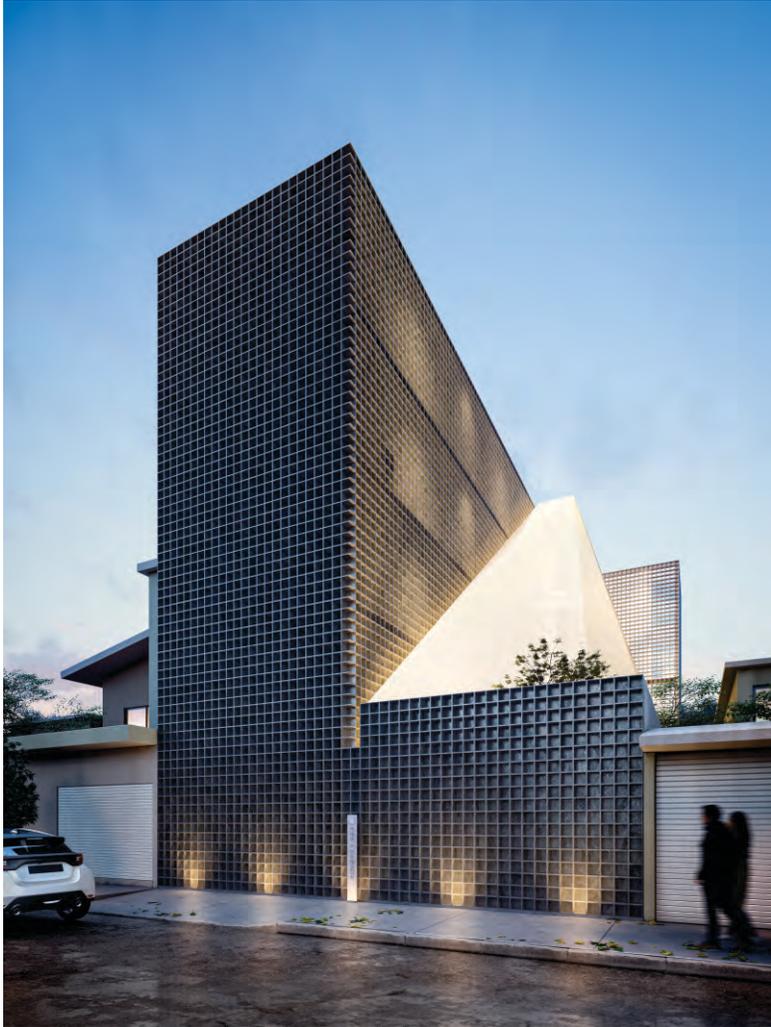
Ditella / Península



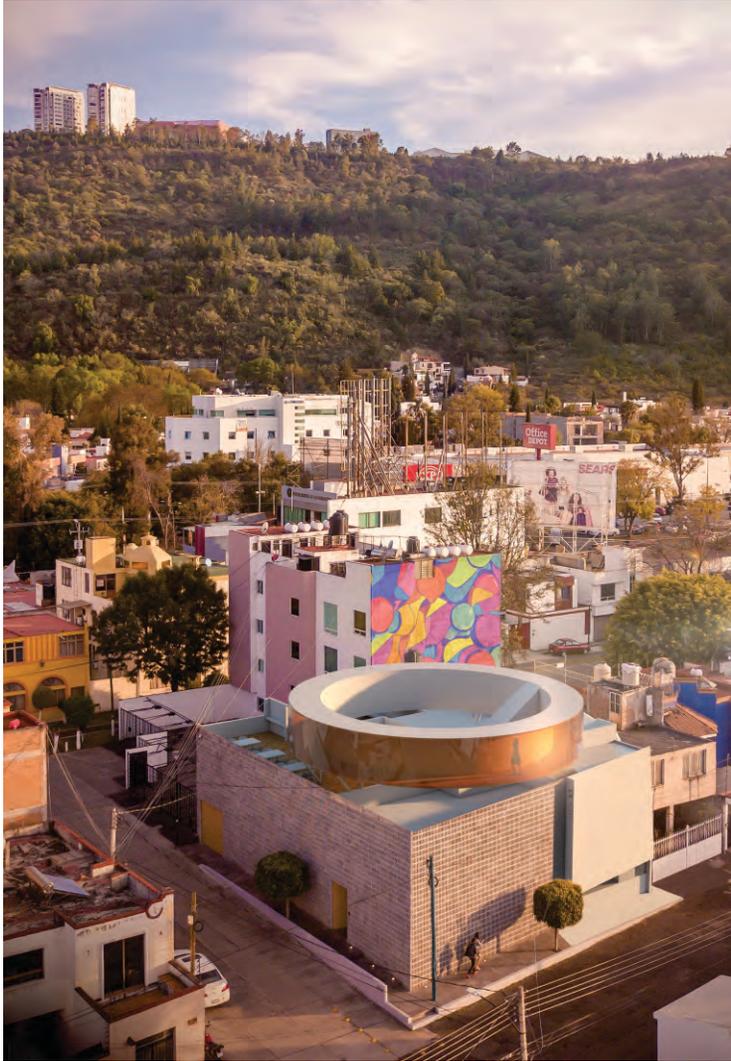
Mistral / Península



Tizate / Península



Alvizouri / Ivan Marin Arquitectura



Wol / Ivan Marin Arquitectura



The Shop / LeBron James / Davon Johnson Designs



BET Awards / Davon Johnson Designs



Nike Container / Davon Johnson Designs



Vuelo sobre el paraíso / Eduardo Zaragoza



Vuelo sobre el paraíso / Eduardo Zaragoza



Magnus Opus Resort / Sin Título Arquitectura



Magnus Opus Resort / Sin Título Arquitectura



Magnus Opus Resort / Sin Título Arquitectura



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Architectural Visualization

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