Franco Jose Ramos

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Dedicated and motivated to be a Technical Artist. With a strong background in problem solving, debugging, UX & UI design. Seeking an opportunity to apply my technical skills and bridge the gap between art and technology.

SKILLS

Bilingual (Spanish), Problem Solving, Project Management, Time Management, Teamwork & Collaboration, Creativity, Adaptability, Critical Thinking

EDUCATION

Austin Community College, Austin, TX
Associate of Applied Science, Game Design Specialization   May 2025

Brightpoint Community College, Midlothian, VA
Associate of Applied Science, Web Design *Summa Comme Laude (3.84 GPA)*   May 2023
Relevant Courses: Fundamentals of Design I, Design for the Web I & II, Client-Side Scripting, Interactive Design I, Animation I & II, Graphic Design I, Typography I, Life Drawing, Printmaking
Relevant Skills: Problem Solving, UX & UI Experience, JavaScript, HTML, CSS, Wireframing and Prototype tools, Visual Studio Code, Version Control, Git, GitHub, Adobe Creative Suite (Photoshop, Illustrator, InDesign, XD), Responsive Design and Mobile optimization, SEO principles and best practices, Project Management, Strong Communication and Teamwork skills, Critical Thinking, Adaptability, Presentations, Storytelling

John Tyler Community College, Midlothian, VA
Associate of Science, Engineering *Magna Comme Laude (3.78 GPA)*   May 2020
Relevant Courses: Engineering Mechanics – Statics & Dynamics, Mechanics of Materials, Thermodynamics for Engineers, Calculus I, II & III, University Physics I & II, Differential Equations
Relevant Skills: Problem Solving, Advanced Math, Programming (C++, MATLAB), Makerspace (3D Printing, Soldering, Woodworking), Microsoft Office Suite (Word, Excel), Tutoring, Critical Thinking

John Tyler Community College, Midlothian, VA
Associate of Applied Science, Mechanical Engineering Technology, *Mechatronics Specialization*   May 2018
Summa Comme Laude (3.89 GPA)
Relevant Courses: Computer Aided Draft and Design I, Parametric Solid Modeling I, Materials & Processes of Industry, A.C. & D.C. Circuit Fundamentals, Applications of Fluid Mechanics, Machine Design I & II, Mechatronic Process Control, Electric Motors, Machine Design I & II, Mechatronic Process Control, Electric Motors
Relevant Skills: Problem Solving, Wiring Electrical Circuits, Parametric Modeling, PLC Programming, Technical Drawing and Drafting, Troubleshooting and Maintenance, Data Acquisition and Analysis, Sensors and Actuators Integration, Technical Documentation, Teamwork and Communication

HONORS
Received Honeywell Scholarship in 2016, 2017 and 2018 for academic excellence.
Achieved Academic Excellence and made Dean's List from 2016 – 2023.

CERTIFICATIONS
Unity Essentials Pathway   April 2023
CIW Site User Interface Designer   May 2022
CIW Advanced HTML5 and CSS3 Specialist   May 2022
Autodesk Certified User: Inventor   May 2015

PROJECT-BASED EXPERIENCE

Endless Runner Game Prototype, Brightpoint Community College   Spring 2023
• Spent research phase drafting a design document for an entire game concept and implemented behaviors into prototype
• Applied Trigonometry knowledge from the Unit Circle to make angled based movement option controlled by reticle
• Worked with establishing prefab objects to be updated throughout the project
• As an independent study project scheduled 5 hours per week for 2 weeks to have a viable prototype ready to display to an audience

Personal Portfolio Site, Brightpoint Community College   Fall 2022 - Spring 2023
• Based in UX Design, identify Target Audience, Market Research and Personas
• Work in GitHub to practice Version Control by updating pages, performing 30 commits from January to May
• As an independent study project, scheduled 5 hours per week to complete 150 hours of work in the Spring
• Review past Iterations, Wireframes and Design Documents to develop possible improvements in design
• Use JavaScript to handle Client-Side Scripting and replace data on the page using Functions

Mellon Research Fellows, Virginia Commonwealth University   Fall 2022 - Spring 2023
• Meeting with a Mentor for 1-hour sessions once a week for 32 weeks, collaborating on a research topic
• Consistently meet project deadlines and managed multiple tasks required for the project while taking classes
• Critically analyze sources in Philosophy and Storytelling to develop a 20-page paper on how they are linked
• Annotated Academic Paper through collaboration with Mentor to improve it through an iterative approach

Action Shot Study, Brightpoint Community College   Fall 2021
• Develop Cinematic Staging and composition through loose and rough thumbnails and storyboards
• Combine hand-drawn animation over a recorded and rendered 3D Environment through Blender
• Establish Keyframes, plan out timing and tie-down character animation for a continuous shot
• Model, UV-unwrap, and paint textures for a 3D environment

PROFESSIONAL EXPERIENCE

Student Tutor, Brightpoint Community College, Midlothian, VA   September 2020 - December 2021
• One-on-One Sessions tutoring 5-6 Students per shift, Developing successful study habits
• Work as a team to provide quality aid, asking for help from seniors when needed
• Support students of all age ranges and backgrounds, from recent high school graduates to returning students seeking a career change

Carpenter's Assistant, Tredegar Construction LLC, Richmond VA   July 2020 - August 2020
• Assisted Senior Carpenter and Assistant in diagnosing and repairing various structural issues
• Arrive on the job site before the start of a shift and inspect equipment to be used
• Cleaned and organized the job site ensuring a safe and efficient work environment
• Shadowed Experienced Carpenter and Assistant to gain insight into advanced techniques and procedures

Student Manager, John Tyler Community College Makerspace, Midlothian VA   January 2020 - March 2020
• Ensure that expensive equipment is used correctly and maintains in its designated area
• Aid students in learning how to safely use the equipment
• Oversee the makerspace to ensure everyone using it is complying with the room's regulations
• Worked hands on with a 3D Printer, troubleshooting and calibrating to maintain performance

Camp Coordinator, Engineering for Kids, Richmond, VA   May 2018 - August 2019
• Instructed classes of 8-15 kids, ages 7-12 for 3-hour sessions, 5-days a week in summer and 1-hour sessions once a week in the fall on Lego NXT Mindstorms
• Designed and Conducted Lego NXT Mindstorms camps to simplify how coding works and allow students to quickly learn and apply lessons to complete established challenges