

BEN RAMIREZ

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Freelance Artist/Designer

August 2009 - Present

Fine art, design, art direction, presentation design and consultation, infographics, creative development, creative strategy, and illustration. Private mural work, paintings, and illustration commissions. Pitch work including Red Bull, LG, Microsoft, Brocade, PayPal, Xbox, and more.

McCann Worldgroup

July 2006 - August 2009

Creative Development, Design, and Awesomeness

Designed and supported numerous multi-million dollar pitches, overseeing everything from presentation design, content design, production of leave behinds, client interactions, and room setups. Worked closely with ECD and COO level executives to consult on ground level production issues, creative guidelines, work flow, morale, and company culture. Art directed print ads, banner ads, and campaign web sites from the ground up, working closely with our in-house UX team and Executive Creative Directors. Designed inter agency collateral and various promotional materials. Helped develop Worldgroup EXP, which was to be an in-house production group and cutting edge creativity collective, most notably gathering top agency talent and creating the new Windows Phone 7 brand for Microsoft, all within agency walls. Some other brands I worked on at McCann: HP, Intel, Verizon, Nortel, GM, MasterCard, iShares, Cathay Pacific, Modern Amusement, Boys & Girls Clubs of America, Nike, Xbox, Zune, and more.

Supreme SF

February 2004 - July 2006

Director of Art and Production

Oversaw all aspects of a twenty person screen printing operation including pre-press art direction and design consultation for clients, setup and printing of films for screen emulsion, client press checks, color checks, inventory management, unit orders, delivery, press scheduling and payroll. Clients include: Coca-Cola, San Francisco 49ers, Oakland Raiders, Bebe, Imaginary Foundation, FTC Skate, TRUE, Giant Peach, Garmentopia, Josh Podoll, Jeremy Fish, Andrew Shultz, Stones Throw Records, Exact Science, Mama, Western Edition, Upper Playground, Fifty24SF Gallery, 111 Minna, Tres Agaves, and more.

Elements

May 2002 - February 2004

Concept Artist and Designer

Directed design and conception of modern furniture pieces specifically for large scale manufacturing. Elements furniture has been seen on Star Trek: The Next Generation, The Fresh Prince of Bel-Air, Days of Our Lives, and elsewhere in luxury hotels and premier homes around the world.

Encircle Interactive

May 1998 - May 2002

Founding Partner, Executive Creative Director

Cofounder of a small web-based business working with clients such as Monster.com and Hotjobs.com. Generating revenue of over \$750,000 in under one year. Directed all creative aspects of the business and worked as a creative consultant on numerous business development opportunities.

Skills: People, attention to detail, cultural awareness, innovation, problem solving, illustration, design, Microsoft Office, Adobe Creative Suite, fluent on both Mac and Windows, total mastery of the internet, social networking, and its effects on advertising and brand awareness. Education: My parents, Academy of Art University, and a start-up in the late nineties.