

Camilo Ruiz

Animator | Educator | Designer

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Skills

Artist and college instructor able to collaborate, work and teach 2D Animation, Storyboards, Visual Development, Motion Graphics, Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Adobe Animate, Adobe Premiere, Microsoft Office, Autodesk Maya, & Autodesk 3ds Max.

Education

M.F.A in Animation and Visual Effects *Academy of Art University San Francisco* - San Francisco, CA January 2007 to December 2009

B.S. in Media Arts and Animation *Art Institute of Ft. Lauderdale Ft. Lauderdale* - Fort Lauderdale, FL June 2002 to December 2005

Work Experience

MEDIA ARTS ANIMATION LEAD FACULTY at *Art Institute of Virginia Beach - Virginia Beach, VA*

January 2016 to Present

- Developed curriculum for the following Media Arts and Animation courses such as: Drawing for Animation, Language of Animation, Emerging Technologies, Motion Graphics, Character and Object Design, Advance Illustration, 3D Character Modeling, 3D Character Sculpting, Portfolio Review, Portfolio Production and Portfolio Presentation.
- Serving as lead faculty within the largest program at the Art Institute of Virginia Beach with over 100 full-time students.
- Responsible for advising, adjustment counseling, and mentoring of Media Arts & Animation students.
- Volunteered and served on various departmental committees including Curriculum committee, Library committee, Portfolio committee & Technology committee.

ACADEMIC DEPARTMENT DIRECTOR at *Art Institute of Charleston- Charleston, SC*

January 2014 to January 2016

- Develop schedule of course offerings that meets student needs and that meets key metrics including, average registered credits, instructional costs, student/instructor ratio among others.
- Recruit, manage, and mentor qualified faculty.
- Conduct ongoing faculty observations to improve instruction.
- Provide annual faculty evaluation. Work with faculty to resolve student issues.
- Foster student achievement, persistence, and success. Improve the student experience at the program level by assuring that the program exudes a culture of learning and excellence.
- Proactively work with students who are at risk of not performing to their potential.
- Work with academic advising and other departments to support student success related to classroom performance, and attendance.
- Lead Student Learning Outcomes assessment for the program.
- Work with faculty to improve student outcomes by developing and implementing improvements to the delivery of instruction including assignments, learning materials, and instructional strategies.
- Teach a set number of courses as appropriate depending on program needs.

MEDIA ARTS AND ANIMATION LEAD FACULTY at *Art Institute of Washington-Dulles - Sterling, VA*

January 2011 to January 2014

- Served as lead faculty within the largest program at the Art Institute of Washington-Dulles.
- Responsible for advising, adjustment counseling, and mentoring the Media Arts & Animation students.
- Volunteered to serve on more than eight departmental and institutional-wide committees.
- Developed curriculum for the program courses such as: History of Animation, Language of Animation, Writing for Animation, Drawing or Animation (beginner, intermediate & advanced), Background and Character Design (beginner, intermediate & advanced), Storyboards and Animatics, Audio for Animation, Digital Ink and Paint, 3D Modeling (beginner, intermediate, advance), as well as Portfolio Production & Portfolio Review.

DEPARTMENT COORDINATOR GRAPHIC DESIGN at *JOSE MARIA VARGAS UNIVERSITY - Pembroke Pines, FL*

January 2009 to December 2010

- Coordinated the preparation of graphic design curriculum.
- Created and assigned course schedules and workloads for staff.
- Monitored and evaluated employee performance.
- Supervised and trained staff and student workers.
- Screened, hired and overlooked work of freelance artists, faculty, designers, and photographers.
- Hired personnel, supervised instructors, organized workshops and related activities, create promotions, ads, flyers and banners.

GRAPHIC DESIGNER at *Sun Art Design- Hollywood, FL*

January 2006 to December 2006

- Developed creative solutions that translate across multiple software platforms.
- Executed design solutions for digital and print, from concept to completion.
- Lead graphic design teams for assigned projects.
- Demonstrated ability to meet and surpass objectives through best creative executions.