




Ron Padua

Creative Consultant

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20 + years of professional knowledge and experience in the computer graphics industry. Hands on technical experience implementing video game cinematics and development, motion graphics, graphic design, visual development, branding and commercial illustration. Highly-motivated with strong technical and design abilities. Effectively solve problems to meet tight deadlines. Technical knowledge with PC and Macintosh hardware and software.



Experience

2011 - present

● Creative Consultant

Ron Padua Designs

Client List:

Bishop Bailey Design / Contract Interior concept designer for Donut Bar Franchises.

Goldfish Consulting / Contract Designer and Consultant for Nanomedical Diagnostics and NanoComposix.

DeskHub / Contract Designer for exterior signage and interior design concepts for co-op working spaces.

Odyssey Computing / Contract Concept Designer, UI Artist and art asset creation for mobile IP.

Shilo La Jolla / Contract Storyboard and Look development artist for Walking Dead Season 5 promo.

Starbucks Corporation / Contract Designer and Consultant for visual campaign for Tom Bradley International Airport LAX and Canada YVR.

SDI Radiology / Contract Art Direction and Consultant for Website re-design.

Anacommedia / Contract Art Director for HG motorsports Branding and Website re-design.

Premier Fits Premium Cut and Sew Headwear / Contract concept Designer for San Diego Comic Con 2014 themed apparel and headgear.

CG Creative / Contract Concept Designer for look development storyboards for Microsoft EPG Panther Groups corporate presentation. Design character illustration for ACI internal presentation. Motion capture Isagenix International LLC.

South Bird Studios / Concept Artist and Game Designer for Children's Educational App Number Monkeys.

The Shadow Gang / Contract Concept Designer creating green screen background plates for online video game.

Artesia Day Spa and Salon / Logo re-design.

Fabric / Logo Design for Scientific Social App.

Eddie Aikau Restaurant and Surf Museum / Art Director and Brand Consultant for Eddie Aikau Restaurant and Surf Museum

2019 - present

● Computer Technician

MCCS Camp Pendleton IT Department

Helpdesk and computer tech support to active duty, retired and civilians within Marine Corps Community Services.

2018 - 2018



Adjunct Digital Media and Motion Graphics Professor

San Diego City College

Teach introduction to digital media using Adobe CC software package with concentration in Photoshop, Illustrator, InDesign and After Effects.

2015 - 2017

Graphic Arts Career Technical Educator (CTE)

San Diego County of Education

Teach graphic arts to incarcerated youth within juvenile hall and community schools.

2015 - 2016

Graphic Arts Educator

Jacobs Center for Neighborhood Innovation

Teach graphic arts to challenged youth and young adults living in under privileged sections of urban San Diego.

2000 - 2011

Cinematic Art Director and Senior Concept Designer

Sony Computer Entertainment America

Support 1st party PlayStation video game developers with creative services such as art direction, cinematics, motion capture animation, visual development, concept design, pre-visualization, storyboards and marketing collateral.

Shipped and Credited PlayStation PS1, PS2, PS3, PSP Software Titles: MLB, NFL Gameday, NBA Shoot Out, Cool Boarders, NCAA Game Breaker, Twisted Metal, SOCOM, The Mark of Kri, God of War, Lair, Downhill Domination,

Rise to Honor, ATV Offroad Fury, Killzone, Resistance, Uncharted Motion Comics, Motor Storm Motion Comics, Jax and Dexter, Ratchet and Clank, PlayStation Move Heroes.

1996 - 2000

Broadcast Designer

Telesign Los Angeles

Design on air graphic packages such as main title, network ID's, storyboards, lower third's and promos.

Client List: CBS, Standing O, L Squared, Sci-Fi Channel, Samsung, Aspect Ratio. RG/LA, Picture This, Kingworld, HBO Ole.



Education

1994 - 1996

Art Center College of Design

- Illustration and Entertainment Design Major

1992 - 1993

San Diego City Community College

- Graphic Design

1991 - 1992

Mesa Community College

- Fashion Design and General Education

1988 - 1990

College of the Sequoias

- Graphic Design and General Education



Skills

- Adobe PhotoShop
- Adobe Illustrator
- Adobe After Effects
- Adobe InDesign
- Final Cut Pro
- Premiere Pro
- Maya
- Microsoft word
- Unity 3D game engine
- Havok game engine