Ricardo Cabezas

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Skills

Adobe Premiere (4yrs)	Davinci Resolve (3yrs)	Color Grading (3 yrs)
After Effects (1 yrs)	Photoshop (4yrs)	Camera Operator (4yrs)
Illustrator (3 yrs)	Lightroom (2 yrs)	

Work Experience

Miami Dade College
April 2025 - July 2025

Summer Camp Counselor

- Facilitated hands-on workshops for 50+ high school students focused on 3D modeling in Autodesk Maya, digital media and graphic design in Adobe Creative Suite, and procedural texture creation in Substance Painter.
- Provided one-on-one mentorship, helping students troubleshoot software challenges and refine film production techniques, including cinematography, sound, and post-production workflows.
- Collaborated with fellow counselors to organize and execute end-of-program presentations and exhibitions.

Fabreeko
May 2024 – March 2025

Photographer/ Content Creator

- Photographed 200+ high-quality images of 3D printer products, driving a 20% increase in online engagement via Shopify.
- Retouched raw files in Photoshop and Lightroom to promote brand consistency and visual appeal.
- Managed a digital asset library with 200+ files across Shopify and network storage, improving retrieval efficiency by 30%.

New World School of the Arts
September 2023 - July 2023

Student Assistant

- Handled front desk operations for the Visual Arts Department, addressing phone and in-person inquiries while providing administrative support to faculty, staff, and students.
- Guided Visual Arts students in Adobe Photoshop and Illustrator to improve project quality and artistic presentation.
- Utilized Microsoft 365 to organize schedules and maintain departmental records for 30+ faculty and staff members.
- Assisted with setup and breakdown of campus art gallery shows, ensuring proper storage and handling of student's artwork.

Projects

Arcade Palace | Miami Dade College & Disney Jr. Mentorship
August 2022 – April 2023

Video Editor/ 3D Character Artist

- Conducted rendering, compositing, and color grading for a 3D animated short film using DaVinci Resolve and After Effects, enhancing visual cohesion and narrative flow.
- Lead a team of 18 3D artists to create environmental props in Maya.
- Developed Charles rig for dynamic character animation, complete with mesh, rig, and blend shapes.

Education

B.F.A. Emerging Media- Animation & Visualization
April 2027

University of Central Florida

A.S. Animation & Game Art
April 2024

Miami Dade College