



EMMANUEL S. RAMOS
CONCEPT DESIGNER / GRAPHIC DESIGNER
/ ILLUSTRATOR

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PRINCIPLE I am a designer who is driven by an impassioned affection for the arts, and a spirited affinity for perceiving the intricate details of design.

EDUCATION Ateneo De Manila University / 2006 - 2010
Bachelor in Fine Arts, Information Design

FZD School of Design / 2014 - 2015
WSQ Diploma in Industrial Design
Entertainment Design

Don Bosco Technical Institute Makati / 2002 - 2006
Highschool Diploma

SKILLS Digital and Traditional Illustration
Graphic Design and Layout
Concept Design - Character / Props / Environments
Adobe Creative Suite - Photoshop / Illustrator / InDesign
Basic Photography and Editing

WORK Atalyer Design / 2010 - 2012
Information Designer
Created Deliverables such as promotional materials, posters, illustrations and keynote presentations for a collection of international clients such as Adidas and Skullcandy.

Vapor Studio Asia / 2012
Information Designer + Project Manager
Project lead for pre-production for an independent film production. Also generated game concepts and promotional assets for mobile games.

Atomik Ranger / 2012 - 2014
Worked as a freelance illustrator and concept designer for local startups like Wonderpop.co and other creative individuals.

Independent Contractor / 2015 - 2016
Final Art for Dentsu
Project Proposal Layout for Dentsu / SM Prime Holdings

Neeuro / 2016
Digital Game and Media Artist
Designed and created assets for mobile games designed for brain training and chronic pain management.