

Ric Tringali

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GRAPHIC DESIGNER / ILLUSTRATOR / DIGITAL ARTIST

OVERVIEW:

I am graphic designer, Illustrator and design professional with years of industry experience. I have worked with the many of the premier agencies in the San Francisco bay area and have a proven ability to deliver award-winning, innovative, creative design and business solutions for a wide variety of clients. My clients have included many fortune 500 companies, non-profits, R & D facilities and high-tech start-ups, i.e. Clorox, Del Monte, Dreyer's, Lucas Learning, Hasbro Interactive, Philips Interactive, Xaos Tools and many more. The results have been strong, sustainable designs, solutions, strategies, revenue opportunities and profits for my clients.

During my professional career I have worked closely with scores of designers, illustrators, photographers, audio/video professionals, software designers and multimedia designers coordinating design efforts and delivering superior creative results.

Design is a collaborative business. It takes creativity, talent, drive and most of all collaboration to develop and deliver award-winning creative design solutions. You must ask the right questions, encourage collaboration, doing whatever it takes and delivering phenomenal results.

You can view my online portfolio @ <http://www.ricardotringali.com>

STRENGTH / SKILLS:

- Experienced, highly creative and proficient
- Ability to complete tasks on time, on budget
- Possess excellent organizational and artistic skills
- Excellent communicator with good negotiation skills
- Possess good knowledge of computer graphics
- Familiar with the working of digital, print and film media
- Possess excellent leadership and time management skills
- Highly skilled in hand drafting with excellent color and design sense
- 3D texture mapping and character design
- Familiar with 3D Studio and Maya
- Level designer, game strategy, advanced game designer
- Experience of 12 years as an illustrator, designer.
- Proven ability designing layouts, logos and web sites.
- A history of planning, organizing and managing the projects.
- Sound knowledge of the emerging technologies and designing techniques.
- Proven creativity on a wide variety of projects and products
- Concept, packaging, logos, graphics, UI, character, level designer & textures

- Experienced in state of the art print production and traditional techniques & preparation
- Proficient with traditional drawing & sketching techniques

EDUCATION:

- Master of Fine Arts – Painting/Sculpture – 1981, San Francisco Art Institute, SF, CA
- Bachelor's of Fine Arts – Painting/Sculpture – 1979, San Francisco Art Institute, SF, CA
- Technical degree – Illustration– 1975, Kendall College of Art & Design, Grand Rapids, MI

EXPERIENCE:

Idea Corporation, San Francisco

Creative Director/Packaging Designer

Responsibilities:

- Provide clients with insight, interface, user experience driven brand & product development
- Identified, recruited and supervised our team of 100 artist/designers in the U.S and in India
- Clients: Shell, Ingersol Rand, Polycom, Volvo, Glaxo-Smith Kline, Phillip Morris, Iridex, &GE
- Develop the Idea Corporation brand
- Strategic-creative brand development, product, packaging, marketing & business solutions
- Designing video, marketing, sales, catalog and tradeshow materials through to fulfillment

AbsolutelyNew, Inventors Publishing & Research, San Francisco

Senior Art Director/Packaging Designer

Responsibilities:

- Provide clients with insight, interface, user experience driven brand & product development
- Recruited and assembled a unique group of artists and illustrators
- Interfaced with our team of industrial designers and CGI professionals in India
- Developed the AbsolutelyNew brand
- Provide products, packaging, marketing and business solutions for internal product line

eStudioSF, Deloitte Consulting, San Francisco

Executive Creative Director - 1999-2001

Responsibilities:

- Evaluate the brand equity of Deloitte Consulting brand
- Establish e-studio brand leveraging business strategy, at offering world class solutions
- Provide strategic creative brand development, product, marketing and e-business
- Generate business concepts & growth potential tactics, from incubation to fulfillment
- Provide Fortune 500 clients with strategic-creative consulting solutions
- Identified emerging market opportunities, transforming ideas into compelling products & services
- Deliver business strategy, cutting-edge web design technology and high-impact design
- Coordinate efforts between the seven e-studio on locations throughout America and Europe

Lucas Learning, Industrial Light & Magic, Super Bombad Racing

Texture Artist - 1999-2000, contract

Responsibilities:

- Lead texture artist developing unique texture sets for all levels
- Develop environmental look and feel
- Concept Design
- Environmental Development
- Special Effects Animation

Visionary Media, Inc., Corte Madera, CA, -

Art Director, 1993 to 2000 65k

Responsibilities:

- Architectural style Guides
- Art Direction
- Character Development
- Storyboard and Concept Design
- Environmental Design
- Lead Texture Artist
- Illustrations and Matt Paintings
- Map Layouts
- Special Effects

Xaos, Inc., San Francisco - Art Director - 1984 – 1994

Art Director/Storyboard Artist/Texture Artist

Responsibilities:

- Architectural style Guides
- Art Direction
- Character Development
- Storyboard and Concept Design
- Environmental Design
- Lead Texture Artist
- Illustrations and Matt Paintings
- Map Layouts
- Special Effects

HONORS & AWARDS:

- Pix ars Electronica, Austria, for Grateful Deal, Infrared Roses & Wet Science
- Spike N Mike's Festival of Animation, for Grateful Dead, Infrared Roses
- Imagina Finalist, for Sci-Fi Channel Open, & Grateful Dead, Infrared Roses
- Broadcast Designers Association, Bronze, Grateful Dead, Infrared Roses
- Mill Valley Film Festival, Grateful Dead Infrared Roses
- National Computer Graphics Association, for the Sci-Fi Channel Open
- International Monitor Award, for Sci-Fi Channel Open
- New York Festival God Award, for Michelin Grip
- PRIME TIME EMMY AWARD, Academy of Television Arts, for Liquid Television
- AMERICAN INSTITUTE OF GRAPHIC ARTS RECOGNITION, for Liquid Television
- BROADCAST PROMOTION MARKETING EXECUTIVES, Gold Award
- SIGGRAPH ELECTRONIC THEATER, for LawnMower Man
- COLLECTION OF THE LONDON FILM & VIDEO UMBRELLA EXHIBITION
- NICOGRAPH, Nippon Computer Graphics Association, Japan, Infrared Roses
- In the Collection of the Georges Pompidu
- London Computer Animation Festival, for Wet Science
- Los Angeles Animation Celebration, for Wet Science
- Nicograph, Nippon Computer Graphics Association, Japan
- True Vision Eagle Award, for Wet Science

TECHNICAL QUALIFICATIONS:

- Adobe Illustrator CS5
- Adobe Photoshop CS5
- 3D Studio
- Adobe Acrobat
- Flash
- Dreamweaver
- Front Page

- Microsoft PowerPoint
- PageMaker
- Quark Express
- Microsoft Word
- Outlook
- Excel

REFERENCES: Available upon request