

## Contact

778 5588593 (Home)  
rbonisoli@gmail.com

[www.linkedin.com/in/ricardo-bonisoli-b545b926](http://www.linkedin.com/in/ricardo-bonisoli-b545b926) (LinkedIn)  
[www.ricardobonisoli.com](http://www.ricardobonisoli.com)  
(Personal)  
[vimeo.com/152255887](https://vimeo.com/152255887) (Other)

## Top Skills

Concept Art  
Film  
Color Theory

# Ricardo Bonisoli

3D Workflow Expert at Apple  
Los Angeles, California, United States

## Summary

Specialties: Modeling & Texturing, Character Design, Filmmaking

---

## Experience

### Apple

Pro Workflow Expert

February 2020 - Present (3 years 11 months)

Greater Los Angeles Area

Develop creative productions and advocating for better and innovative workflows on the Mac Ecosystem

### Rooxter films

Director & VFX Supervisor

July 2016 - Present (7 years 6 months)

### Industrial Light & Magic

4 years

Lead/Supervisor Texture Artist

August 2018 - February 2020 (1 year 7 months)

Vancouver, Canada Area

-Terminator: Dark fate (Supervisor)

-Captain Marvel (Lead)

-Aquaman (Lead)

### Senior Texture Artist

March 2016 - August 2018 (2 years 6 months)

Vancouver, Canada Area

-Valerian and the city of a thousand planets

-Star Wars - The last Jedi

-A wrinkle in time

-Aquaman

### Digital Domain 3.0

Modeler and Texture Artist

August 2015 - March 2016 (8 months)

### ScanlineVFX

3D Generalist

April 2014 - July 2015 (1 year 4 months)

Modeling/Lookdev/Texturing

-Miss peregrine's home for peculiar children(2016) Modeling, texturing and lookdev for props and sets.

-Ben Hur (2016) Texturing CG doubles

-Batman vs Superman(2016) Texturing and lookdev for props and sets.

-Pan (2015) Texturing and Lookdev for sets and characters

-San Andreas (2015) Texturing and Lookdev for sets and characters

### Digital Domain

Modeler and Texture Artist

October 2011 - March 2014 (2 years 6 months)

-X-Men Days of Future Past (2014) Modeling and texturing

-Ender's Game (2013) Creating hi resolution textures for assets and characters

-Jack the Giant Killer (2013) Modeling and texturing different props and sets

### Method Studios

Modeler/ Texturer

May 2011 - September 2011 (5 months)

-Assassins Creed Revelations (Cinematic): modeling and texturing hi end characters and some parts of the set

### Ultrapancho studios

Illustrator, painter

September 2009 - November 2009 (3 months)

-Warner Channel TV comercial: 2D illustrations for animation

### Logick

Graphic Designer

2008 - 2009 (1 year)

Caracas, Venezuela

General graphic design and 3D architectural renders

## Education

Vancouver Film School

3D Animation and Visual Effects · (2010 - 2011)

Caracas Institute of Design

Illustrator, Illustration