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Top Skills

Artistic Direction
Visual Effects
Filmmaking

Honors-Awards

Leo Awards (1 win, 2 nominations)
New Jersey International Film Festival (Grand Prize Winner)
Seattle International Film Festival (Grand Jury Prize)
Telly Award (Gold Telly)
VES Award (VFX Rising Star)

Ricardo Bonisoli

Director & Creative Director + VFX Supervisor @ Rooxter Films | Ex-ILM & Apple
Toronto, Ontario, Canada

Summary

Specialties:
3D & VFX, Filmmaking, Art Direction, Visual Development.

Experience

Rooxter Films
Director / VFX Supervisor
January 2025 - Present (11 months)
Toronto, Ontario, Canada

Co-founder of Rooxter Films, serving as Director, Creative Director, and VFX Supervisor. I lead original productions and commercial projects across visual development, production, and 3D/VFX.

Director/Writer/Producer – The Seahorse Trainer (Oscar Qualified 2020, 14 Awards)

Director/Producer/VFX Supervisor – Like This (Gold Telly, Best Music Video 2024)

VFX supervision/consulting for features, shorts, music videos, and commercials.

Apple

3D/VFX Creative Expert (Innovation technologist)
February 2020 - December 2024 (4 years 11 months)
Greater Los Angeles Area

- Lead and supervise creative projects and explorations
- Lead and supervise technical 3D/VFX explorations (Photogrammetry, LiDAR, AI, VP...)
- Create and oversee asset creation and concept art for high-end creative productions
- Advocating for improved and innovative workflows for creative users with Apple engineers, external developers and key Apple customers.

Industrial Light & Magic

4 years

Lead / Supervisor Texture Artist

August 2018 - February 2020 (1 year 7 months)

Vancouver, Canada Area

-Malignant (Supervisor)

-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

3D Modeler and Texture Artist

August 2015 - March 2016 (8 months)

-X-Men Apocalypse

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

3D 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 (Assets for Games and Cinematic): modeling and surfacing high end characters and environments

Ultrapancho studios

Matte Painter / Concept Artist

September 2009 - November 2009 (3 months)

-Warner Channel TV comercial: concept art and matte painting 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 · (2006 - 2010)