Campeon Emanuel Ramirez
Creative Technologist

Contact

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📍 Salt Lake City, UT

Education

Bachelor of Science Design
University of Utah
Jan 2020 - May 2023

Undergraduate Research Opportunities Program
University of Utah
Jan 2023 - May 2023

Skills and Programs

Adobe Creative Cloud | Microsoft Office | Google Suite | Rhinocerous3D | Blender | Figma | Illustrations | Animations | 3D-Modeling | Nearlife

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I am initiative-taking and disciplined to meet deadlines, use time effectively, provide quality work, and constantly challenge myself to develop new skills. I use design and research as a method for improving connections between people and the platforms/products they use. My current focus is on using emerging tech to build excitement for education and access to resources in minority communities.

Work Experience

Emerging Technologies Program Coordinator - Switchboard - Remote
September 2023 - Current
Directing, filming, editing and presentation of Virtual Reality Modules to assist refugees arriving to the United States with the resettlement process. Creating multimedia resources (webinars, workshops, youtube videos, toolkits and powerpoints) to train refugee service providers on the use of virtual reality. Conducting on-site trainings for refugee service providers adding Virtual Reality into their programming. MC at the first Technology & Resettlement Conference, ~100 person event funded by the International Rescue Committee.

Director/Producer/Social Media Manager - FREAKOUT films - El Paso, Texas
June 2023 - Current
Directing, producing, and editing short films for indie production studio, FREAKOUT films. Designed website and managing instagram account for studio. Coordinating in-person and online fundraisers, as well as grant applications, for films. Taking on roles as stunt coordinator, stuntman and script writer as well.

Virtual Reality Digital Inclusion Intern – IRC - Salt Lake City, Utah
August 2022 - October 2023
Assisting in the filming, editing and presentation of Virtual Reality Modules with and for refugees to assist with the resettlement process. Collected and conducted research analysis on surveys of IRC Clients (refugees) using VR modules. Created workflows and presentations for implementing Virtual Reality into the IRC's Cultural Orientation meetings. Facilitated class visits between the IRC staff, clients, and the University of Utah.

References

Krysti Nellermoe
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