



SKILLS

Motion Graphics/Design	Illustration	Illustrator	Dreamweaver
3D Modeling	Rigging	Premiere	Unity
Texturing	After Effects	Character Animator	Zbrush
Animation	Photoshop	InDesign	Maya

CAREER HIGHLIGHTS

- **2019 Emmy Award - Interview/Discussion-Program/Special** - National Academy of Television Arts/Sciences SF/NorCal Chapter for "Forever Giants: Jeffrey Leonard" *Motion Graphics* 2019
- **Exhibitor - Digital Painting** California State Fair 2017
- **Nominated for Academy of Art Media Award** "Achievement in Game Design" 2015
- **Semi-Finalist - Team Leader** Disney Imaginations Competition - Placed 13th out of 210 teams 2015
- **First Place - Digital Painting** San Mateo County Fair 2014

WORK EXPERIENCE

NRG ESPORTS & SAN FRANCISCO SHOCK

MOTION GRAPHICS DESIGNER & EDITOR

Oct. 2018 - Dec. 2019

- Created motion graphics assets & templates, including bumpers, lower thirds, title cards, transitions, & video overlays
- Conceptualized, produced, filmed and edited short and long form video content
- Designed and worked with vendors to produce merchandise for various events
- Assisted in creation and upkeep of various sites HTML & CSS including Shock2020.com

SAN FRANCISCO GIANTS (MARCH 2015 - MARCH 2019)

San Francisco, CA

SENIOR ANIMATION DESIGNER

Dec. 2016 - Mar. 2019

- Lead all graphic design and animation projects for the San Francisco Giants in-park experience and SFG Productions
- Collaborated with outside vendors to produce original content for scoreboard, web, and television
- Designed graphics for internal departments, sponsorship partners, & community stakeholders
- Created innovative, original graphic takeovers for over 30 events, including Pixar, Star Wars, and Metallica Day
- Managed design interns on multiple projects and provide feedback

GRAPHIC & ANIMATION DESIGNER

Mar. 2015 - Dec. 2016

- Created graphics and animations for SFG Productions projects, including the Emmy award-winning documentary series "Inside the Clubhouse", short features, in-game videos, commercials, web and social media content
- Collaborated with engineers and graphic artists, and led complete re-design and overhaul of outdated 2007 scoreboard graphics, including the primary game in progress screen, lower thirds, and dynamic player headshots
- Supervised graphics operators and created daily updated content for all 82 Giants home games

MILLBRAE COMMUNITY TELEVISION

Millbrae, CA

FREELANCE MOTION GRAPHICS DESIGNER

Aug. 2017 - Present

- Create graphics and animations for yearly events and broadcast programming & assist with editing

ROBLOX

San Mateo, CA

FREELANCE 3D ARTIST

June 2016 - June 2018

- Designed, modeled, and textured various costumes and props for the online platform
- Assisted in converting old R6 models to accommodate their new 15 joint rigs

MAX'S ADVENTURES

San Francisco, CA

LEAD 3D MODELER/PRODUCER

Jan. 2014 - July 2016

- Designed and modeled characters, props, and vehicles for an original, children's education mobile game
- Managed all animation projects and steps along the pipeline, including texturing, rigging, and UI

EDUCATION

Academy of Art University

San Francisco, CA

BFA Animation & Visual Effects

2011-2014