

# Jesse J. Jones

Animator / Illustrator / Designer



## Software

### EXPERT IN:

- Adobe Flash CS5.5
- Adobe After Effects CS5.5
- Autodesk Maya 2012
- Autodesk 3DS Max 2012
- Adobe Photoshop CS5
- Adobe Illustrator CS5
- Adobe Premiere Pro CS5.5
- Adobe InDesign CS5.5

### PROFICIENT IN:

- The Foundry Nuke v6.3
- Final Cut Pro
- Pro Tools LE
- Corel Painter X

### PROGRAMMING:

- HTML, CSS, and Javascript
- ActionScript 2.0 and 3.0
- Expressions in Adobe After Effects

## Experience

**Bent Image Lab**, 3D Animation.....2011  
 • Lead 3D Animator and Motion Track Artist for morphs and animals for NBC's television show "Grimm".

**Happy Trails Animation**, Flash Animated PSA.....2011  
 • Lead animator and clean-up artist on "Seeds of Opportunity", which won 2 Telly Awards.

**Double Barrel Motion Labs**, After Effects Motion Comics.....2011  
 • Lead animator, 2D image prepper for animation, and lip sync artist for Disney's Tron and BBC's Torchwood.

**Screen15 Software**, Cell Phone Game Design.....2010  
 • Conceived and illustrated game design for mobile phone including, sprites, backgrounds, and game GUI.

**LAIKA Inc.**, Flash Animated TV and Web Series.....2009  
 • Lead animator, lip sync artist, and special effects animator for "The Philadelphia Eagles Kid's Club".  
 • Created art for Flash Character Libraries, designed character outfits, and created animatable props.

**"Exit, Cage Left"**, Traditionally Animated Short.....2008  
 • Lead animator, in-between animator, clean-up artist, filling out and reading charts and exposure "x" sheets.

**"The Teddy Project"**, Traditionally Animated PSA.....2007  
 • Designed and colored backgrounds in Flash with a color scheme to harmonize with 2D animated characters.

## Skills & Achievements

- Strong grasp of animation principles, animating traditionally, clean-up, 3D, and Flash animation.
- 4 years of production experience, 10 years Flash experience, and 13 years Photoshop experience.
- A strong sense of color, layout, type, and design aesthetics for digital layout and print material.
- Experienced working on both PC and Macintosh computers, and using a Wacom Tablet and Cintiq.
- A variety of skill sets including: illustration, painting, sculpture, web design, photography, graphic design, sound design and music, video editing, compositing, motion graphics, and game design.

## Education

**The Art Institute of Portland** (March 2009).....Portland, OR  
 • Bachelor of Science in Media Arts and Animation.