JEFF PAUL

MOTION

ILLUSTRATION

DESIGN

worldofjeff@gmail.com
415.412.5872
worldofjeff.com

Summary

Experienced Motion Graphics Designer with a mastery of After Effects, Photoshop, and Illustrator. Demonstrated history of creating explainer videos, templates, narrative shorts, and game animation; Skills include character animation, UI motion design, concepting, storyboarding, and effects.

Professional Experience

Senior Motion Graphics Designer   4/2018 - current
Level Studios 4/2018 - 4/2023 | InfoTree 6/2023 - current   Sunnyvale, CA

Full-time contractor onsite at a major tech company based out of Cupertino, CA. Member of the Marketing Communications Team.

Lead Animator, Content Labs   4/2015 - 2/2018
GuideSpark   Menlo Park, CA

Member of the Content Labs Team, creating templatized employee communications videos using After Effects and Illustrator. Managed a team of animators and motion graphic designers. Involved with all stages of the pipeline from storyboards, to asset creation, to rigging, to animation, to final production. Responsible for reviewing and approving animation; working closely with the Engineering Team to implement ways to increase efficiency and automate workflows in the production pipeline; and giving training on standards, best practices, and implementing new workflows across the organization. The tools our team developed increased efficiency by 890%.

Design & Animation   1/2015 - 5/2015
Pantry   San Francisco, CA

Contract Position. Responsible for designing marketing and instruction materials using InDesign, Illustrator, Photoshop, and SketchUp; as well as creating explainer videos to teach clients how to use the product, using After Effects and Cinema 4D.

Instructor, Animation   1/2009 - 5/2015
Academy of Art University   San Francisco, CA

Taught classes and directed studies in 3D Character Animation, Photoshop, and After Effects.

Senior After Effects Animator   12/2012 - 12/2013
Duck Duck Moose   San Mateo, CA

Main responsibilities included animating in-game assets, rigging in-game assets, animating particle effects using Particle Designer, and creating promotional videos for children's educational apps. Helped create pipeline for exporting animation information out of After Effects to game, which significantly increased the quality and amount of animation possible in game. Often mentored team members on After Effects and best practices for asset creation.

Education

Academy of Art College	**San Francisco, CA**	Master of Fine Arts in 3D Computer Animation
University of Dayton	**Dayton, OH**	Bachelor of Arts in Graphic Design with a concentration in illustration

Software Skills

Experience with multiple platforms, including: Macintosh, Windows, iOS, and LINUX.

Software skills include: After Effects, Photoshop, Illustrator, InDesign, Maya, Cinema 4D, Premiere, Final Cut Pro, Figma, SketchUp, and Particle Designer.