

Simon Williams

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PROFESSIONAL SUMMARY

Innovative thinker, excellent team player, career-oriented, searching for a position that utilizes my creative skills and understanding of visual communication.

EDUCATION

The Art Institutes International Minnesota, Minneapolis, MN
Bachelor of Science in Media Arts & Animation, (Graduated: June 2012)

Cornish College of the Arts, Seattle, WA
Completed one-year in Motion Design program, (August 2008- May 2009)

SKILLS:

- Maya
- Adobe After Effects
- Adobe Photoshop
- Adobe Illustrator
- Adobe Flash
- TVPaint
- Final Cut Pro
- 3ds Max
- Cinema 4D
- Drawing
- Creative Skills
- Mudbox

INTERNSHIP

White Rice Productions, Arden Hills, MN Jan 2013- Feb 2013
Animator/Jr. Motion Graphics Artist

- Provided integral animation insight to an overflow production house.
- Participated in all facets of operation including: client consultation, conceptualization and preproduction, on-location filming during production, and final revisions during post-production.
- Showed initiative and understanding of responsibilities as only character animator on location.

PROFESSIONAL EXPERIENCE

OfficeMax, Chanhassen, MN August 2012 - Current
Impress Associate

- Lead a client from initial concept to final product while providing the best solutions.
- Plan and execute print jobs according to deadlines.
- Maintain detailed knowledge of printers and troubleshoot problems that arise.

West Metro Learning Connections, Excelsior, MN June 2011 – Nov 2011
Associate Designer

- Worked closely with marketing team to develop company brochures.
- Created brochure files promptly and followed up with internal customer feedback.
- Assist kids of various ages in development of social skills.

FREELANCE JOBS

Scott Seal, Minneapolis, MN Sept. 2012 – Current
3D Generalist

- Create series of videos to advertise the book “Convergence”. Manage all aspects of production including concept, modeling, lighting, texturing, rigging, animating, rendering and troubleshooting issues that arise.

Leah Curtis, Chaska, MN June 2012 – Sept. 2012
Colorist

- Moved the project 'Sweet' forward by rescanning 2D drawings, creating a color scheme and coloring the work efficiently through Photoshop to get all the frames video ready.