Nathan Jefferson

Animation, storyboarding, and digital illustration

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About

I've developed skills in animation, storyboarding, and digital illustration throughout my university journey. Driven to engage in the creation of worlds and characters for the sake of passion, exploration, and adventure.

EXPERIENCE

Freelance Artist — *Character Illustrator*

1/2019 - PRESENT

Drawing and designing characters digitally for clients. 100% in charge of social media presence.

EDUCATION

New World School of the Arts, Miami — *BFA in Art & Tech*

MONTH 2019 - MONTH 2024

Graduating with a BFA in Art & Technology and a 3.92 GPA in Spring of 2024. Learned how to become proficient in creating animation and other digital work as a practicing artist. Completed courses such as Digital Art and Animation, Computer Art 1 –3, Film, and Video Art. Also participated in an exclusive Honors Program, run by local artist: Frederic Snitzer.

PROJECTS

Mystic Adventures PILOT — *2024*

A 9-minute animated pilot episode as my BFA thesis film, made with Clip Studio, After Effects, and Premiere Pro. Utilized storyboarding, editing, animation, sound design, and voice direction.

Questober — *2024*

30 miniature storyboarded episodes following two characters through a vault, made with Storyboard Pro.

Low Tide— *2023*

A 3D animated short made as an academic project. 100% created the storyboard, models, animation, and music. Piece made with Cinema 4D.

Portfolio

https://nathanjeffersonanimation.com/

SKILLS

Software Proficiency: Photoshop, Clip Studio Paint, After Effects, Premiere Pro, Blender, Cinema 4D

Collaboration: Adept at being a collaborative team member, ensuring clarity and comprehension for all involved.

Communication: Value open and effective communication, always ready to assist when needed.

Extracurricular

Honors Program with Frederic Snitzer: Featured unique works in the Locust Projects gallery for an Earth Day exhibition (2023).