

JARVIS BROWN

Motion Designer

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SUMMARY

Experienced Technical Artist II, Animator, and adept Designer, I have consistently driven innovation in educational learning solutions. Currently, I am enhancing my expertise by expanding my skills in advanced animation techniques and motion design, aiming to further contribute to creating impactful, visually engaging experiences.

WORK EXPERIENCE

Motion Designer

12/22 -

Present

Animator

01/18 - 12/22

Ascend Learning | New York, NY

Ascend Learning innovates cutting-edge online learning solutions that empower individuals to enter, excel, and thrive in professions such as first responders, personal trainers, nursing, and other careers.

- Optimized technical animation pipelines, ensuring the efficient delivery of high-quality animations. Measured by improved collaboration with cross-functional teams.
- Produced character animations in Blender for educational conversation simulation apps on mobile, tablet, and web platforms, contributing to engaging learning experiences.
- Researched and accurately animated characters depicting mental and physical health conditions, enhancing visual representation and educational value.
- Collaborated seamlessly with Developers, QA, Project Management, Design, and Animation teams, playing a key role in realizing dynamic characters and design for projects.
- Engaged in agile development practices, consistently achieving high closure and resolution rates, and enhancing overall project efficiency.
- Leveraged scripts within utility frameworks in Unity to streamline processes and optimize workflow.
- Create and implement design asset libraries in Adobe Illustrator into Unity, streamlining the design-to-development workflow.
- Debug and improve issues found in projects, ensuring smooth project functionality and enhancing user experience.

Animation Teacher

08/17 - 01/18

Xposure Foundation Inc | Brooklyn, NY

- Inspired creative thinking by teaching animation techniques to middle school students, fostering imagination and original storytelling.
- Equipped students with proficiency in industry-standard animation software, such as Adobe Creative Suite and Autodesk Maya, enhancing their technical skills.
- Tailored instruction to cater to diverse learning styles, creating an inclusive and practical learning experience.
- Developed lesson plans that encouraged critical thinking and problem-solving, enabling students to analyze animation processes and refine their work autonomously.
- Cultivated collaboration and teamwork through group projects and discussions, enhancing students' communication skills and ability to learn from peers.

Contract Animator**04/17 - 09/17**

Palikari Pictures LLC | Brooklyn, NY

- Utilized rotoscoping techniques to seamlessly integrate animated elements into live-action scenes.
- Demonstrated adaptability by proactively implementing project modifications to align with client requirements, resulting in client satisfaction and project success.

Art Teacher**06/16****- 02/17**

San Francisco Children's Art Center | San Francisco, CA

- Empowered children aged 4 to 10 to explore diverse art mediums, fostering their creative self-expression.

Contract Motion Designer**09/16 -****11/16**

8:45a LLC | San Francisco, CA

- Designed a visually captivating infographic to showcase the client's premier tile product.

Contract Animator**11/15 -****01/16**

Baraboom! Studios | Los Angeles, CA

- Crafted dynamic previsualization for an action-packed short film project titled 'Jianxie'.

Contract Animator**11/15 -****01/16**

3lb Games LLC | Detroit, MI

- Coordinated with a team to develop and deliver multiple meticulously animated cycles depicting aquatic creature attacks for a mobile game, meeting production deadlines.

EDUCATION

Masters in Fine Arts, Animation and VFX**11/11 -****11/14**

Academy of Arts | San Francisco, CA

Bachelors in the Arts, Media Arts and Animation**11/06 -****11/10**

Illinois Institute of Art | Chicago, Illinois

SKILLS

PLATFORMSJira | Confluence | Microsoft Teams | Slack | Tortise | Github | Alfresco | Sharepoint |
Tempus**SKILLS**Storyboarding | Illustration | 2D/3D Animation | Blender | Maya | Unity | Cinema 4D |
Adobe Creative Cloud