

JARVIS BROWN

Animator | Technical Artist

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SUMMARY

Experienced Technical Artist, 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

- Taught industry-standard animation software (Adobe Creative Suite, Maya) to build students' technical skills.
- Adapted instruction to diverse learning styles, creating an inclusive and practical classroom environment.
- Designed lessons that promoted critical thinking and problem-solving in animation workflows.
- Led group projects that strengthened students' communication, teamwork, and peer-learning abilities.

Contract Animator		04/17 - 09/17
Palikari Pictures LLC Brooklyn, NY		
<ul style="list-style-type: none"> 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		
<ul style="list-style-type: none"> 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		
<ul style="list-style-type: none"> Designed a visually captivating infographic to showcase the client's premier tile product. 		
Contract Animator		11/15 - 01/16
Baraboom! Studios Los Angeles, CA		
<ul style="list-style-type: none"> Crafted dynamic previsualization for an action-packed short film project titled 'Jianxie'. 		
Contract Animator		09/14 - 12/14
3lb Games LLC Detroit, MI		
<ul style="list-style-type: none"> 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

Design & Tools	Storyboarding Illustration Photoshop Illustrator Adobe Creative Cloud Blender Maya Unity Cinema 4D 2D/3D Animation
Platforms	Jira Confluence Microsoft Teams Slack TortiseSVN Github Alfresco Sharepoint Tempus