

JARVIS BROWN

Animator | Technical Artist

brownjarvis21@gmail.com • linkedin.com/in/jarvis-brown • <https://animation.jarvis-brown.com/>

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
01/18 - 12/22

Animator

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

- 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 09/14 - 12/14

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**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