

Jonathan Bailey

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SKILLS

Artistic: 2D Animation, Character Design, Storyboarding, Animatics, Video Editing, Backgrounds, Graphic Design and Graphic Art, Sound Editing, Visual Development

Technical: Adobe Creative Suite (Photoshop, Illustrator, Animate, Flash, After Effects, Premiere Pro), Toon Boom Harmony and Toon Boom Storyboard Pro, TVPaint Animation Pro, Professional use of the Wacom Cintiq, Microsoft Office (Word, PowerPoint, Excel), Strong Computer Skills (MAC/PC)

Other: Voice Impressions, Voice Acting, Singing, Script Writing, Puppetry



PROFESSIONAL EXPERIENCE

Young Hall LLC. / Freelance 2D Animator / September 2018-Present

- Responsible for animating character and background designs including rigging, key poses, and lip-syncing.
- Worked collaboratively with the creator and audio-sound editor on individual scenes to meet deadlines.
- Assisting in revisions, clean-up, color as well as provided creative input as needed.

Hype Club / Illustrator/Animator-Intern / December 2020-February 2021

- Responsible for illustrating/designing backgrounds on Adobe Animate and Photoshop for a new untitled YouTube series.
- Created color schemes for background and animation files.
- Worked closely with the production team and Art Director to ensure timely workflow to meet deadlines.
- Maintained daily progress report for the Art Director to provide status updates to facilitate team members in different time zones.

Titmouse, Inc. / Digital Composer / October 2019-December 2019

- Digital Composer for the 2D animated series (*Netflix – “The Midnight Gospel”*).
- Assembled multiple images to create a final picture.
- Attended team dailies with the producer to review and correct revisions for final shots and scenes.
- Worked extensively on Adobe After Effects, Photoshop and Animate on a daily basis.
- Assisted with uploading various After Effects files from other composers.

Titmouse, Inc. / Animation Intern / September 2017-December 2017

- Responsible for working with the production team by doing various tasks including editing storyboards, animating characters, scenes and worked on layouts for various Titmouse projects, including Ballmastrz: 9009.
- Attended animation dailies and learned extensively about the 2d animation production pipeline from conception of a project to completion.
- Acquired many new techniques within the Adobe program such as creating new plug ins, layers, and symbols.

EDUCATION

School of Visual Arts -2014 -2018 BFA Animation / Dean’s List 2014-2015 / GPA 3.3

Dowling College Course of Study- Visual Arts/Graphic Design / September 2011 – May 2014