

Brian Stevens

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OBJECTIVE To create high-caliber motion graphics in a challenging professional environment.

SKILLS Blender 3D, Adobe Creative Suite (After Effects, Illustrator, Photoshop, Premiere, Flash, InDesign), Maya, Javascript, HTML, CSS, Final Cut Pro, Reaper

EXPERIENCE **Developer/Designer/Animator**

Innovative Learning Solutions, Inc. (4/13 – present)

- Collaborating with a small team to design, test, and deliver business game screens and improve UI/UX
- Developed and implemented a mind-mapping web app, using HTML5 standards, for use with business games
- Designed marketing web and video content including scriptwriting, storyboards, animatics, assets, and executing animations

Motion Graphics/General Designer

Freelance (11/10 – 8/15)

- Provided motion graphics, graphics, and book formatting for Thrive Creations, Lansing Urgent Care, Vineyard Church, et al.
- Collaborated with clients to create animations from concept to execution

Shift Manager

Zaxby's (7/08 – 1/11)

- Directed operations while training employees and assigning positions and tasks
- Managed equipment, purchasing, and bookkeeping
- Encouraged a positive and competitive work environment

EDUCATION **Bachelor's Degree, Media Arts**

University of Tennessee (2005 – 2011)

Activities and Societies

- Vice-President and subsequently President of Society of Media Arts
- Collaborated with UT Libraries to create orientation video, created promotional content for HandHeld and SOMA, participated in FRUVED! design campaign