CHRIS BROWN

cbmograph@gmail.com

SKILLS

Art/Creative Direction, Concept Development, Motion/Graphic Design, UI/UX, Typography

EXPERIENCE

2014 - Present
Xaviant - Cumming, GA - *UI Artist/Motion Graphics Designer*

- Designed UI and assisted it's implementation for *The Culling* series.
- Created all graphic design assets for *The Culling* series including branding, iconography, promotional art and digital marketing assets.
- Captured and edited gameplay footage to create trailers for *Lichdom Battlemage* and *The Culling* series.
- Built and animated cutscenes in Unreal 4 for an *Unannounced Project*.

2013 - 2014
Freelance - Atlanta, GA - *Motion Graphics Designer*

- Styleframes, 2D/3D Animation, Logo Design, Compositing.
- Created sponsored promos for on-air billboards.
- Concept and design for broadcast graphics packages.

2006 - 2013
Jump! - Atlanta, GA - *Lead Designer*

- Worked closely with the Creative Director designing solutions that met the client's vision and expectations.
- Managed and directed interns on client projects.
- Styleframes, 2D/3D Animation, Logo Design, Compositing.
- Concept and design for broadcast graphics packages, marketing campaigns for television, presentations.

2006 - 2013
Jump! - Atlanta, GA - *Intern*

- 2D/3D Animation, Compositing.

(continued)

EDUCATION

2003 - 2005
Savannah College of Art and Design, Savannah, GA - *BFA Motion Graphics*

2000 - 2002
Springfield Technical Community College, Springfield, MA - *AA Television Production*

TOOLS

Adobe Suite (PS, AI, AE, PR, XD), Cinema 4D, HTML, CSS, Coherent GT, Unreal Engine 4