

## CONTACT

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(513) 410-5056  
Cincinnati, Ohio

## EDUCATION

### **B.S. Digital Media Arts - Animation**

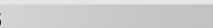
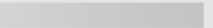
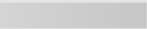



Huntington University  
2008 - 2012

### **Industrial Design**

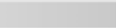


University of Cincinnati DAAP  
2007 - 2008

## SOFTWARE

### **Adobe**

After Effects   
Photoshop   
Illustrator   
Premiere   
Audition   
Animate 

### **Toon Boom**

Animate   
Harmony   
Storyboard 

## SKILLS


### **Pre-Production**

Concept Management   
Visual Development   
Storyboarding   
Animatics 

### **Production**

Animation   
Rigging   
Design 

### **Post-Production**

Compositing   
VFX 

# Ryan Paxton

## Animation & Concept Management

## INDUSTRY EXPERIENCE

### **2D ANIMATOR / MOTION DESIGNER @ ANSWERS IN GENESIS** *February 2015 → Present*

Role focused in 2D animation, motion design, post-production, and visual development. Responsible for animation across Answers.TV, digital product, curriculum, museum & attraction exhibits, marketing, digital signage, and social media content.

### **MASKED THANE OF PHANTASMIA @ NEOPANGEA** *August 2012 → February 2015*

Dedicated motion graphics artist, 2D character animator, HTML5 web animator, 3D sculptor, and illustrator. Range of clients included National Geographic, Vistaprint, The Smithsonian, WB, Comcast, and more.

### **CONTRACT ANIMATOR @ WHITEBOARD ANIMATION** *September 2011 → August 2012*

Remote position performing concept management and 2D animation. Illustrated and animated original artwork for promotional videos. Range of clients included Verizon Wireless, Grab Media Networks, BTS, Innowera, Blessing White, Ceelite, Doodle, and Echo360.

### **LEAD ANIMATOR @ MISFITS ATTIC** *August 2011 → July 2012*

Animated cinematics, concepts, marketing promos, animated character sprites, and VFX for Misfits Attic's first game, "A Virus Named TOM".

### **CONCEPT MANAGEMENT INTERN @ KINETIC CONCEPTS, INC.** *May 2010 → August 2010*

Internship focused on concept management for internal promotional videos and product. Conceptualized, storyboarded, and animated a short film for concept promotion using Toon-Boom Animate 2. Additional concept management duties utilized Microsoft Project.