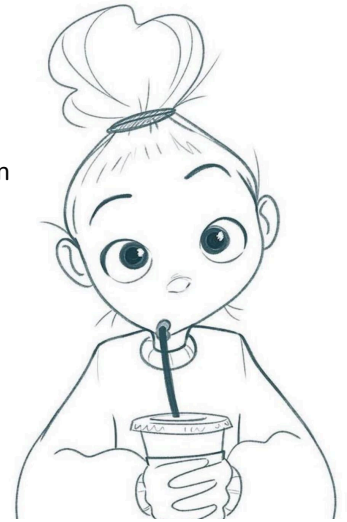


Michale Warren

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EDUCATION

Ringling College of Art and Design, Sarasota, FL

BFA, Computer Animation, 2016

EXPERIENCE

NEIGHBOR Animation LLC - Remote

Art Director/Designer - 06/2018-Present

- Ideates, sketches, and designs clear and appealing 2D / 3D characters, concepts, storyboards and immersive worlds that elevate character-driven stories and resonate with target audiences
- Creates orthographic spec sheets for characters and props to show what the design looks like from all angles, to streamline production process
- Brainstorms collaboratively, and presents pitch decks directly to internal teams and in client-facing settings
- Develops polished character designs for children's cartoons by refining shape language and style variation to enhance clarity and appeal
- Stays up to date with the latest market trends to ensure relevant work that increases customer engagement
- Well-versed in remote work and the clear and consistent communication that comes along with the setup
- Manages detailed project timelines and milestones for a team of artists to ensure timely deliveries
- Collaborates closely with other designers, directors, and producers to problem solve, bring innovative ideas to life, and deliver high-quality and compelling final products

W2O - Remote

Designer/ Motion Designer - 05/2020-07/2020

- Designed and animated social content for pharmaceutical brands, supporting and improving consumer engagement and brand awareness, using Photoshop and After Effects
- Collaborated with a team of creatives to update existing social assets for a pharmaceutical brand campaign

King Show Games - Minnetonka, MN

Illustrator/Animator - 06/2016 - 06/2018

- Pitched, designed, and created 3D concepts, models, environments, and animations across the full game production pipeline, from design, lighting, modeling, and texturing to lighting, rendering, and iterating
- Collaborated with mathematicians, engineers, and technical artists to develop and deliver game experiences
- Learned 3DS Max on the job
- Used 3DS Max and Adobe Creative Suite to craft visually refined, production-ready assets

SKILLS & INTERESTS

SOFTWARE: Maya, V-Ray, ZBrush, After Effects, Photoshop, Premiere Pro, Illustrator, Animate, Figma, Procreate, Microsoft Suite, Mac and PC Platforms, Workbook, Slack

INTERESTS: Sewing/Knitting/Crocheting, Yoga, Baking, and rewatching Ted Lasso and F.R.I.E.N.D.S. way too many times