

Philip Smuland

Skills

Primary: Character design, storyboarding, 2D animation, graphic design, illustration, organization, and project management.

Adobe Creative Cloud Programs:

Photoshop, Illustrator, Animate, InDesign, Premiere, and After Effects.

Additional Programs: Procreate, Rough Animator, Toon boom Storyboard Pro, Toon boom Harmony, Word, Excel, PowerPoint, 3ds Max, and Maya.

Experience

May 2018 – March 2020

Jackson's Mighty Fine Food and Lucky Lounge (Great American Restaurants) - *Food runner/Bar back*

- Ran food from kitchen to table
- Managed kitchen expo stations
- Provided assistance in the bar
- Helped train new staff members

December 2015 - Present

Freelance/Commission Work

- *Branding Designer/Apparel Designer*

- Designed company logos
- Developed company brochures
- Designed company business cards
- Created product designs

Clubs/Extra Circulars

June 2016 - December 2017

Production Club

- *Lead Character Designer/Voice Actor*

- Created various character designs
- Voiced a main character

December 2015 - December 2017

Game Development Club

- *Club president/Director/Artist*

- Directed the first game project
- Created animations, concept designs, backgrounds, props, menus, and extra assets for each game project

Education

August 2014 - December 2017

The Art Institute of Washington: Arlington, VA - *Bachelor of Fine Arts Degree in Media Arts and Animation*

My focus was character design. But I also gained a multitude of other skills pertaining to art while I was enrolled.

Awards

Awarded **Best in Show** for a competition held at the Art Institute of Washington in Arlington Virginia in the summer of 2013.

Awarded **Best in Graphic Design** for a senior art show at Westfield high school in Chantilly Virginia in the spring of 2014.