

BRYAN COLEMAN

PROFFESIONAL EXPERIENCE

2007 – Present: **Mills James Productions. Visual FX Designer/ Producer**, Columbus, OH.

- Work directly with various clients, producers, video editors, and sound effects artists to create compelling, high quality animations for show openers, commercials, conferences, and in-house videos. Animate graphics in After Effects, create vector art in Illustrator, edit photos in photoshop, and combine them with 3D work out of Maya, to produce Quicktime renders for video editors.
- Stay current with the latest trends and cutting edge techniques, while managing tight deadlines and consistent execution to deliver conceptual and visual designs to the client.
- Tasks include 2D/2.5D graphics animation, storyboarding, concept development, motion tracking, rotoscoping, compositing, modeling/animation, graphic design, and color correction among other tasks.
- Clients include: P & G, Victoria's Secret, Bath and Body Works, Ron Foth Advertising, SBC Advertising, Scotts, McGraw-Hill, OhioHealth, Cardinal Health, Stefanie's Champions, Ohio Lottery, American Signature, Value City Furniture, Columbus Zoo, United Way, Nationwide, and more.
- Software used: After Effects, Autodesk Maya, all Trapcode plugins, Illustrator, Photoshop, and InDesign.

2003 – 2007: **Interactive Group, LLC. Media Designer**, Columbus, OH.

- Collaborated with team members across the United States developing images and animations for interactive learning environments for museums nationwide.
- Team leader in developing multi-media content for various interactive exhibits to be used in museums such as Steelyard Commons, Eddie G. Robinson Museum, Waterloo Center for the Arts, and Mississippi Sports Hall of Fame and Museum.

EDUCATION

Columbus College of Art and Design

2001 –2004: *Bachelor of Fine Arts Degree*

-Time Based Media Studies

The Ohio State University at Lima

1999 –2001

Daytona Beach Community College

1998 –1999