

# Sean Lane

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www.mrseanlane.com

(512) 758-1964

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## MOTION GRAPHICS

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Versatile, skilled, and adaptable artist and animator providing services in motion graphics, graphic design, styleboarding, character animation, concept and character designs, storyboarding, video editing, and visual effects.

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## PROFESSIONAL EXPERIENCE

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### **ANIMATOR, MOTION GRAPHICS and ILLUSTRATOR** Freelance (Austin, TX) **June 2012 – Present**

- Completed multiple motion graphics projects for clients including Bailey Banks & Biddle, Fuzzy's, Big Blue Sky Advertising, and Heat Genie.
- Provided illustration work, including promo art and album covers.
- Completed an individual 2D animated sequence on the evolution of film formats for the documentary *Rewind This!* which premiered at SXSW 2014.
- Provided character animation and other general Flash animations.

### **ARTIST/ANIMATOR/VIDEO EDITOR/COUNSELOR** Game Worlds (Austin, TX) **July 2014 – July 2015**

- Editing various recordings and longform video of camp sessions.
- Various tasks at the actual camp including instructing various students in software such as Construct 2 and Photoshop for students.
- Directed, illustrated, and animated a promo using motion graphics techniques in After Effects

### **FLASH ANIMATOR** for Mason Zimble (Austin, TX) **Feb. 2014 – Nov. 2014**

- Intermittently Animating Flash banners of multiple sizes and styles.

### **ANIMATOR and ARTIST** at Sneaky Games (Austin, TX) **July 2011 – May 2013**

- Concepted appealing and interesting characters for multiple games, Facebook and iOS.
- Multitudes of character animation completed for both 2D and 3D characters in Flash and Unity
- Created Flash banners of all of the games for display on the company website.
- Rendered and optimized sprite sheets of various animations.

### **ARTIST** at Psydra (Remote from Boston, MA) **Oct. 2010 – Aug. 2011**

- Designed characters, mechanicals, environments for web based RPG, Dark Scavenger.

### **ANIMATOR and CONCEPT ARTIST** at Archimage (Houston, TX) **Sept. 2007 – Aug. 2010**

- Designed characters and environments for educational and health related video games.
- Storyboarded many character animated and instructional shorts.
- Set up art assets and implemented animations for multiple projects made with Action Script 3.0.
- Created art for games and websites with Photoshop, Illustrator, Flash, and 3DS Max.

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## EDUCATIONAL BACKGROUND

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### **Associate of Applied Science in Motion Graphics** from Austin Community College **Grad. July 2016**

- Key classes taken: Visual Effects, 3D in Motion Graphics, Group Project, and Typography.

### **Bachelor of Arts in Media Art and Animation** from the Art Institute of Houston **Grad. Sept. 2007**

- Best of Show at Portfolio showing for the fall 2007 graduating class.

**References Available Upon Request.**