ARIEL MARTIAN KWON
phone: 323.252.1855 • e-mail: arielmartian@gmail.com • martian-kwon.squarespace.com

After graduating from the Cleveland Institute of Art with a BFA in Fine Art Intaglio and Lithography,
I decided to try my hand at a more up-to-date technology: computer graphics. I moved to Chicago, and met up with some like-minded people who were working on the cutting edge of music video production and the nascent art of computer graphics. I opened CoSa After Effects for the first time in 1994 and have been using it continuously ever since. Projects I've worked on run the gamut from graphic design and illustration, animation and broadcast design, web design, visual effects including work with miniature sets, motion control and green/blue-screen composite, motion graphics, look development and finish for film and scientific/medical animation. I am equally comfortable leading or working as part of a team, or flying solo.   *(Software: Adobe Production/Creative Suite CS5.5 and CC, including Photoshop, Illustrator, Flash, C4D, etc.)*

PRODUCTION EXPERIENCE:

Designer/Director/Partner: fugu GFX
(Los Angeles, CA 2000-present)
fugu is a company I started in partnership with Songgu Kwon in 2000. We've worked on many projects focusing primarily on animation, character/logo design, but also illustration, web design, story boarding and comic books. If we can get our hands dirty, so much the better...pencil, brush and paper are among the tools we still use.
Clients include: Backyard Productions, Nickelodeon, Klasky Csupo, Global Tantrum, Funny Garbage, MTV Productions, Cartoon Network, titmouse, inc., Mutato Muzika, Disney Channel, and others.

Compositor/Look Development: Lionsgate Pictures
(Los Angeles, CA 2015)
Compositor doing particle effects and look development among other digital fixes to final shots for the film *Insurgent*. This position required creative problem solving under tight deadlines and working in concert with the VFX supervisor and other team members to finish this film.
Project: *Insurgent*

Animation Technical Director/Art Director: ketchum labs.
(Los Angeles, CA 2012-14)
I acted as Animation Director on a variety of projects requiring on-the-fly design, and creative problem solving for this educational courseware start-up. My responsibilities included supporting the Creative Director in building an animation department from the ground up, including hiring all animation staff and overseeing all aspects of production including design and animation. As TD, I worked closely with IT and Producers in maintaining a streamlined workflow for a crew of 15 animators, overseeing approximately 75 minutes of motion graphics per week for just under 2 years. Additionally, I acted as lead on numerous special projects outside our usual workload. This also involved interfacing with editorial and sound design as required to finish production on deadline.

Compositor/Designer: Mothership (Digital Domain)
(Los Angeles, CA 2011)
Compositor on a wide variety of projects that required advanced post-effects, creative problem solving, and design executed on-the-fly.
Projects include: Comcast Xfinity Commercial, "Brothers in Arms: Furious 4" Trailer for E3

Lead Compositor/Technical Director: titmouse, inc.
(Los Angeles, CA 2002-10)
I acted as lead Compositor on a wide variety of projects that required advanced post-effects, creative problem solving, and design. I also acted as Effects Director on a motion control set for the incorporation of live action/stop motion elements into a digital, animated environment.

Projects include: Soundgarden "Black Rain" Music Video, Graphics for "Circus Kids" Indie Film, "Nokia OVI featuring Dan Deacon" (Partizan), "Freaknik - The Musical" (Adult Swim), "Black Panther" (Marvel/BET), "Pinched" Animated Short (titmouse, inc), "Metalocalypse -Season III"(Adult Swim), Dethklok *Dethalbum* Concert visuals

Senior Compositor/Animator *Code Monkeys*: Monkey Wrangler Productions
(Los Angeles, CA 2007- 08)
Code Monkeys was a half-hour animated series that aired for 2 seasons on G4. The entire show was animated in After Effects using 8-bit style graphics to give it a classic video-game look.

Writer/Director- OOGLOO + ANJU: Cartoon Network/ka-chew!
(Los Angeles, CA 2005)
OOGLOO + ANJU is a series of original animated shorts I developed and produced for Cartoon Network as part of the anthology show Sunday Pants, which aired in late 2005. As the creator/director of the show, I was involved in every aspect of its production including concept, writing the scripts, storyboarding, character design, animation, and post-production and working with musician/composer J. Walter Hawkes on the original score for the show.

Freelance Director/Designer/Animator: Klasky Csupo Animation/ka-chew!
(Los Angeles, CA 1998-2005)
I have worked on numerous motion graphics projects, including television ads, station IDs, web site design and show opens. My involvement on these projects ranged from creating elements and animation on jobs for other directors, to personally designing and directing from initial concept to job completion.
Clients include: Disney Channel, Radio Disney, Toon Disney, Nickelodeon, Earthlink, MTV, VH-1, Clio Awards, Target, Mattel, Burger King

Freelance Compositor/Animator/Designer- Daily Planet, Backyard Animation, Tricky Pictures, Midway Games, H-Gun Labs, Symbion and Behemoth
(Chicago, IL 1994-99)
I got my start in CG at a variety of post/animation shops, doing post effects and what would be considered "motion graphics" by today's standards. I worked on many television spots, music videos and graphics for a couple of games/interactive press kits, wearing a variety of hats and getting very little sleep.

TEACHING:

I taught Intro to Compositing with After Effects at Gnomon School of Visual Effects for 2 years from 2010-2012. In addition to teaching and developing the syllabus for this course, I also designed and wrote over 100 pages of course material, including demos and source files, for Gnomon's distance learning program covering the basic techniques of compositing using Adobe After Effects.

Instructor - Intro to Compositing with After Effects: Gnomon School of Visual Effects (2010-2012)
Instructor - After Effects: Maine Film & Television Workshop (Rockport, ME 1999)
Instructor - After Effects/Digital Animation: Columbia College (Chicago, IL 1998-99)

OTHER STUFF:

PAINTING and DRAWING:
I like to keep my painting and drawing skills up to snuff. I enjoy actually getting my hands dirty. I find that working out composition, form, color and light in physical media supports and improves my creative vocabulary in the digital realm.