

CHRISTOPHER COLBY

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EDUCATION

Ringling College of Art and Design

B.F.A May 2017

Major: Motion Design

Massachusetts College of Art or Design

B.F.A. 2012-2013

Major: Computer Animation

WORK EXPERIENCE

Motion Design Intern - Imaginary Forces, NY. June - Sept. 2017

- Work on multiple projects alongside designers and directors
- Concept development and design for pitches (At&T, God of War)
- After Effects Trapcode & Form animation for Riot, League of Legends Honors
- Social media design (Emojis, Setp Up, Pride Month)

Freelance Designer - SFF, March, 2015 - 2017

- Create/convert graphic logos for Sarasota Film Festival (roughly 100 total)
- Lot of on-call and last minute logos needed within hourly deadlines
- Logos used throughout festival on screen-washes, banners, and backdrops

Freelance Motion Designer, May, 2016 - August 2016

- Worked on multiple projects for OM3 (healthcare sector)
 - 3 minute promo animation showing results of a new product
 - Composite actor into news cast room including intro animation
 - End tag logo animation for new product

Motion Design Intern - Toil, Boston, MA. May - August, 2015

- Over watching client projects & working on studio assignments
- Peel & Eat Sweet Spot competition between Boston interns. Piece: "FLAMES THAT KILL"
- Gained working knowledge of VRay and Turbulence FD

iOS Game Developer, August, 2013 - 2015

- Colby Coated - Create apps and games for iOS.
 - Three released - Up Root, Iceberg Yeti, and Balloon Fury
 - Use illustration, Objective-C code, and social media marketing
 - Mover & Shaker Sponsor for Sarasota Film Festival
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AWARDS & COLLABORATIONS

Silver District Addy, 2017

- 24 Hour Animation Competition (Title: "False Alarm")
- 30sec animation. Team of 5. 24 straight hours to produce.
- Experience with After Effects animation, FantaMorph, quick production.

Gold District Addy, 2016

- PSA for All Faith's Food Bank (Title : "Food Is")
 - 30 second PSA for local food bank
 - Experience with Nuke compositing & tracking, C4D, and multiple client reviews
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SKILLS

FLUENT IN: Cinema 4d, ZBrush, Adobe Photoshop, Illustrator, After Effects, In Design, Premiere, Audition, and FantaMorph.

WORKING KNOWLEDGE: Nuke, Pro Tools, Vray, Octane, Turbulence FD, Dragonframe