

DAVID KERMAN

ART DIRECTION

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PROFILE

Motion designer and illustrator with over 12 years experience designing motion for film, television, web, projection and print.

EXPERIENCE

FREELANCE MOTION DESIGNER, FOX SPORTS / NOVEMBER 2018 - CURRENT

Lead animator and designer for multiple projects including 2019 Indy 500, Boxing TVT and 2019 Soccer Women's World Cup

FREELANCE MOTION DESIGNER, THE FAMOUS GROUP / DEC 2018

Lead animator for the Mercedes Benz 360° stadium display. Clients included Mercedes, Coke and The Georgia Lottery and NFL Superbowl.

FREELANCE MOTION DESIGNER, RINGER / JUNE 2017 - CURRENT

Design and animation for multiple projects for Bravo and NBA.

FREELANCE ART DIRECTOR, ASPECT / SEPTEMBER 2016

Directed several film and broadcast projects including *Dr. Strange*, *Baywatch*, and a teaser for Netflix's 2017 *Making a Murderer*.

FREELANCE ART DIRECTOR, PICTURE MILL / SEPTEMBER - DECEMBER 2014

Pitched for multiple high profile film and broadcast contracts. Awarded projects included *Freaks of Nature*, *Straight Out Of Compton*, *Mutant Ninja Turtles*, *Empire*, and *Evinrude Motors*.

PERMALANCE SENIOR MOTION DESIGNER, CROWN MEDIA / 2010 - 2017

Motion design and VFX for multiple projects, including the 2010 network redesign of the *Hallmark Movie Channel*.

ART DIRECTOR, FUEL / 2005 - 2006

Managed the design team for clients such as Mazda, General Mills, and Nike. Responsibilities included overseeing design, directing photoshoots, and client communications.

SENIOR DESIGNER + ANIMATOR, BLIND / 1999 - 2003

Designed and animated high profile projects for such clients as Playstation, Showtime, DirecTV, E! Television, Nissan, The Gameshow Network, USA Channel, G4, and NBC. Film projects included *Confidence*, *Crank Calls*, and many others.

EDUCATION

GNOMAN

Introduction to Maya

ART CENTER COLLEGE OF DESIGN

Introduction to Maya Character Rigging and Animation

ART CENTER COLLEGE OF DESIGN

Advanced Graphic Design

UNIVERSITY OF CALIFORNIA AT SANTA BARBARA

BA Degree in Art Studio with an emphasis on illustration and computer graphics.

SKILLS

Proficient using the Macintosh and Windows OS. Well versed in programs such as Cinema 4D as well as the Adobe Creative Cloud applications.

Experience rigging 2d characters in After Effects using Joysticks and Sliders, Rubber Hose and DUIK.

Knowledgeable using Mocha, C4d Camera Tracker, Bodypaint, Xpresso, Sculpt, and 3d plugins such as X Particles, Turbulence, and many other helper software.

Experience using multiple renderers including Physical, Arnold and a familiarity with Redshift.

Versatile Illustrator with the ability to create finished artwork as well as previsualization using storyboards.

AWARDS

BDA GOLD - Nissan SER

BDA GOLD - Crank Calls

TYPE DIRECTOR'S CLUB

COMMUNICATION ARTS