

# JOHN F. GRIFFITHS

MOTION GRAPHICS ARTIST / GENERALIST

[WWW.JFGART.COM](http://WWW.JFGART.COM)

## EDUCATION

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**Ringling College of Art and Design**, Sarasota, FL

BFA in Motion Design, May 2017. GPA 3.4/4.0

## 2D AND 3D EXPERIENCE

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**2D Animation/Design**, August 2013-Present

Utilizing the principles and elements of 2D Animation/Design, Compositing, Name Branding, GFX Package Design, Pitch Presentations, and Title Sequences.

**3D Animation/Design**, August 2013-Present

Utilizing the principles and elements of 3D Animation/Design, Modeling and Texturing, and Compositing Live-Action Video and animated assets.

## WORK EXPERIENCE

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- **FELD ENTERTAINMENT**, Senior Graphic Designer and Animator, Sarasota, FL, April 2022  
Animate and design both in-venue and broadcast graphics for the **MONSTER JAM TV SHOW** for domestic and international markets each season and work on spots for various platforms. Provide additional services for; **DISNEY ON ICE / LIVE, SESAME STREET LIVE, MARVEL LIVE, UNIVERSAL'S JURASSIC WORLD**, and **MONSTER ENERGY SUPERCROSS**. Adobe Suite and Cinema 4D used daily.
- **IMERZA**, VFX Artist and Video Production Specialist, Sarasota, FL, June 2020 – April 2022  
Responsibilities include managing production of all company-created videos, directing, compositing, post-production, motion graphics design & editing, along with general VFX. Created cinematics within Unreal Engine for Architectural Visualization and used the Adobe Suite to output Marketing Videos for a variety of clients within the Architectural Industry.
- **FELD ENTERTAINMENT**, Motion Graphics Artist, Sarasota, FL, July 2017 – March 2020  
Animate and design graphics for the **MONSTER JAM TV SHOW** for both **NBC / NBC SPORTS** and international markets and work on special spots within the broadcast. Work on commercial spots, in-show GFX, and social platforms for; **DISNEY ON ICE / LIVE, DREAMWORKS TROLLS, SESAME STREET LIVE, MARVEL LIVE, UNIVERSAL'S JURASSIC WORLD**, and worked on concepts with **MONSTER ENERGY SUPERCROSS**. Adobe Suite and Cinema 4D used daily.
- **TED X SARASOTA**, Generalist, Sarasota, FL, Fall 2016  
A group project where we pitched a presentation to introduce a speaker with a 15-second animation and lockup. Produced styleframes, artboards, type design, C4D models, textures, animation, and the render pipeline. Programs used were the Adobe Suite, Cinema 4D, and Octane Renderer.
- **OCCULTO** (360 Virtual Reality Experience Thesis), Generalist, Sarasota, FL, Fall 2016  
Occulto was a group project where we pitched and collaborated producing; pitch presentations, styleframes, artboards, type design, C4D models, textures, animation, render pipelines, compositing, and VR stitching. Programs utilized were the Adobe Suite, Cinema 4D, X-Particles, Octane Renderer, Zbrush, Virtual Desktop, Mettle Skybox, and etc. And could be viewed on HTC Vive, Oculus RIFT, and YouTube 360.

## SKILLS AND ASSETS

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Proficient with Adobe Creative Suite (After Effects, Illustrator, InDesign, Photoshop, Premier, Media Encoder). Cinema 4D and Zbrush. The Microsoft Suite (Word and PowerPoint). Third party plugins; Red Giant Trapcode Particular, Optical Flares, Turbulence FD, Octane Render, etc. Greenscreen setup and post. Storyboarding and pitching concepts. Some experience in photography. An unwavering hunger to learn more on generally everything.

## AWARDS

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**Diamond Award Winner w/ Feld Entertainment**

**Best of Ringling 2017 Silver Award**

**Best of Ringling 2017, 2016, 2015, and 2014 Recognitions**

**(For excellent collaborative skills, helping others, and general work ethic)**

**Ringling College Faculty Scholarship**

**Cool Sh!t Motion Design Exhibition Recognitions**