#### **PERSONAL DETAILS**

- Name
  Jacob Grasser

#### **SKILLS**

Adobe After Effects ★★★ **Blender** \* \* **Adobe Premiere** Pro Adobe Photo Shop ★★★★ **Adobe Audition** \* \* **Procreate** \*\*\*\* **Autodesk Maya** \* \* **Character Design** \*\*\* **2D Animation** \*\*\* **Background Design** \*\* \*\*\*\* **Storyboarding** 

### **HOBBIES**

- Web Series Artist
- World Building
- Writing
- Character Design
- Architecture Design
- Landscape Design
- Dungeons and Dragons
- Screen Writer

#### **LANGUAGES**

English ★★★★
German ★★★★
Japanese ★
Spanish ★

#### **CHARACTERISTICS**

- Leader
- flexible
- Driven
- Kind
- Devoted
- Loyal
- Passionate
- Goal Oriented

# JACOB GRASSER

Highly motivated and passionate artist who absolutely loves the craft of world building and storytelling through a fantasy lens. Proficient in industry standard programs and striving to always learn more. Previously worked on multiple personal projects and a sports drink commercial for Fulton Street Media Group. Multiple past experiences in team oriented work environments that required communication and team work. Collaborative creative willing to strive for the best quality of product.



#### **WORK EXPERIENCE**

o - Present

#### Intern

Fulton Street Media Group, 502 Smith St., Brooklyn, New York 11231

Junior animator in a team of three in which we communicate and collaborate in order to provide an exceptionally beautiful and creative commercial. Each week we all have delegated tasks that we need to have done before the dead line before we are critiqued on our work and handed it back to work on. We are working down the pipe line of concept art and story boarding, to the animatic and pacing plans, to the final production product.



## **EDUCATION**

o Aug 2020 - Present

## Bachelors in Digital Storytelling

University of Missouri Columbia, Columbia Missouri

Currently studying digital storytelling at the University of Missouri, Columbia, with an emphasis on animation. Throughout my time here, I have devoted countless hours to studying both the history of animation and its design. Multiple opportunities to experience the pipeline of the industry while participating in hands-on activities, in which I was able to learn multiple different software's while honing my drawing skills. All with the goal of furthering my artistic and animation talent.



# **WEBSITE & SOCIALS**

<u>Portfolio</u>

**Instagram**