

David Jablonski

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Objective

To break out of freelance artwork and get a permanent position that showcases my illustration and animation skills.

Key Skills & Attributes

- Bachelor Degree in Digital Animation and Game Design.
- Associate Degree in Graphic Design.
- Two years professional experience and eight years of freelance experience creating tradition and digital artwork.
- Strong team player with proven leadership skills.
- Enthusiastic, creative, well organized, self-motivated, and conscientious.
- Strong design, concept, storyboarding, animation, and writing skills gained from work on web animations and educational computer games.
- Basic knowledge of Flash Actionscript 2.0.
- Substantial amount of experience creating Flash animations for the Internet for Mark Kistler's Online Drawing School and brasseal.com.

Computer Skills

Fully conversant in Adobe Flash, Photoshop, Microsoft Office including Word, and PowerPoint. Semi-conversant with Adobe Indesign, Fireworks, Dreamweaver, Illustrator, Microsoft Excel, and Visio.

Education

Ferris State University (Fall 2004 - Summer 2007)

Bachelor of Science degree in Digital Animation and Gaming.

Mid Michigan Community College (Fall 2001 - Winter 2003)

Associates of Art degree in Graphic Design.

Gladwin High School (1997-2001)

Diploma.

Professional Experience

Freelance Artist (2001-Present)

Projects range from designing corporate identities for local businesses, to creating logos and mailers for community based groups. In 2004 and 2005, ran a caricature booth, as well as designed t-shirts, comics, and cards for individuals. Current focuses are on Flash animation, digital coloring, conceptual art and promoting "The Brass Seal," a Web-based animation featuring characters and stories of my own design.

Ferris State University (2007 - 2008)

Lead artist for an educational video game geared at teaching college bound students the process of applying for college, successfully completing college, and learning the layout of the school grounds. Also placed in charge of creating the artistic style, feel, and backgrounds for the game, as well as all character designs and animations.

Mark Kistler's Online Drawing School (2007 - Present)

Creating a variety of projects for Mark Kistler of "Mark Kistler's Imagination Station" fame on PBS. Most projects are for his on-line drawing school and include transferring his 2D paper drawings into vector flash art. Also creating flash animations based on his characters for both the online drawing school, and his Web site.

Kendal College's Continuing Studies (2006 - 2007)

Lead instructor for a two-week class teaching 13-17 year olds how to create simple video games from concept to completion using Adobe Flash. Classes involve teaching Flash within a very short time frame to teenagers who often have no experience with the program.

Michigan Judicial Institute (2005-2006)

In charge of character concept art and storyboarding for an educational animation and computer game that teaches children the required knowledge for the Michigan MEAP test in a fun and entertaining fashion. Wrote the majority of the script and did all of the 2D animation for both projects. The animation and game, "Kid Justice Conquers Chaos" are currently seen by 10,000+ children a year.

Recognition

"Kid Justice Conquers Chaos" won the 2006 Quest for Excellence Institutional Award from the Michigan Museums Association.

References

Mark Kistler

Artist, Creator of Mark Kistlers Online Drawing Academy
713-315-0808
worlddraw@earthlink.net

Adam Withers and Comfort Love

Instructors for Kendal's Continuing Studies program
616-531-9023

Brian Clark

Kid Justice Project Lead
310-613-6333
brianc@animated.com