

Michael Barrett

Motion Designer 2D/3D Animator

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motion site: www.stratfordprojects.com/barrettreel/

design site: www.krop.com/michaelbarrett/

SUMMARY OF QUALIFICATIONS

- 20 years experience in a variety of broadcast design, 2D and 3D animation, graphic design and print positions.
- Proficient in Cinema 4D, Adobe After Effects, Photoshop, Illustrator, Maya, Final Cut Pro and Pro Tools software.
- Strong logo design capabilities and proven typography skills for information layouts and show packages.
- Development of corporate identities and brands, including logos, new media, signage, websites and print advertising.
- Skill to execute multiple creative solutions that push boundaries and showcase broad range of styles and techniques.
- Experience with high-definition Apple workflows, X-San/X-Raid system networking and render farm administration.
- Ability to successfully juggle many design projects under short deadlines, handling feedback from several sources.
- Fine arts background with strong understanding of design trends, typography, illustration and color theory.

RELATED EXPERIENCE

Audio recording, mixing and sound design skills (Pro Tools, Soundtrack Pro), website design (Dreamweaver, Flash), film/video direction and editing, silkscreen, painting, photography, copywriting, songwriting.

AWARDS

BOSTON/NEW ENGLAND EMMY AWARD: Outstanding Graphic Arts Program, 2007 Boston Bruins Game Open.

5 TELLY AWARDS: Boston Red Sox Baseball game open, The Remy Awards show open, Red Sox Hot Stove show open, Rubber Biscuit show open, "What If?" promo campaign.

EXPERIENCE

Senior Broadcast Designer

New England Sports Network

Watertown, MA

May 2006 - Present

Design and animation of on-air high-definition 2D and 3D graphics for live sports broadcasts and original programs. Responsibilities include creation of show opens, score lines, Chyron Duet insert graphics, network IDs, promos, lower third IDs, transitions, interstitials, set design, virtual set design, bottom-line ticker and DVD authoring. Successful migration from SD to HD graphics workflow along with full redesign of NESN's Boston Red Sox and Boston Bruins live sports broadcasts, including pre-game, in-game and post-game coverage. Successfully implemented and administrated creative department render farm and 3D render network, using Apple QMaster, After Effects watch folder and Cinema 4D Net Render Unlimited. Won an Emmy award for Boston Bruins Hockey game open.

Broadcast Designer/Animator

CMT/MTV Networks

Nashville, TN

Apr 2003 - May 2006

Broadcast Designer/Animator working in-house to create numerous on-air graphic packages and animations for Country Music Television. Intensive work in Adobe After Effects, Final Cut Pro, Photoshop and Illustrator to create network ID spots, stunt weekends, show packages and large-scale live concert events, including the 2005 Miss America Pageant. Many responsibilities working closely with design team, art director and creative director, taking projects from concept to completion. Experience incorporating, implementing and expanding an entire network redesign from LA-based design company Troika.

Designer/Animator

Nickelodeon

New York, NY
Sep 2000 - Jul 2002

Creation of on-air graphics and animations for television broadcast. Preparation of logos, footage boxes, storyboards, animated on-air bugs, stunt weekend graphics and full promo spots. Position required working closely with other team members, art directors, creative directors, producers and writers to create fun, dynamic, funky and imaginative motion graphics for television. Working knowledge of the entire Nickelodeon brand, including Nick at Nite, Nick Jr., TeenNick and Nicktoons. Ability to storyboard, design, animate and render an entire spot in-house.

Graphic Designer

Bayard Advertising

New York, NY
Jan 1998 - Sep 2000

Full-time designer in Manhattan advertising agency specializing in recruitment advertising for national newspapers. Design and production of ads for corporations with staffing needs. Heavy use of Quark and Photoshop to meet short deadlines for various account executives, art directors and clients. Clients include Panasonic, Hertz, Loomis Fargo, Olsten Health Services, Greyhound, Enterprise and The New York Times.

Art Director

Seven Days Newspaper

Burlington, VT
May 1997 - Nov 1997

Design and production of weekly arts newspaper in Burlington, VT. Responsible for building stories, layout, photo preparation and creation of ads for local businesses under tight deadlines. Heavy use of typography skills using Quark, Photoshop and Illustrator. Organization of many design projects at once, pleasing the varied tastes and demands of advertisers, sales people and editors.

Graphic Designer/Illustrator

Griffin Graphics, Inc.

Burlington, VT
Sep 1995 - Mar 1997

Design, development and production for numerous national food clients, including Bruegger's Bagel Bakery, Cabot of Vermont, Rondeli, McKenzie of Vermont and All Season's Kitchen. Development of numerous supermarket product lines, displays, trucks, store designs, logos, packaging and signage. Responsible for print shop coordination, client relations, production supervision, file storage, taking projects from concept to completion. Other clients: Peregrine Outfitters, Stowe Ski Resort, Redstone Commercial Group, Lake Champlain Chocolates, Ancient Graffiti, Gourmet Art of Vermont, Blue Q Greeting Cards and Burlington City Arts.

Motion & Graphic Designer

Michael Barrett, Freelance

May 1988 - Present

Personal graphic and motion design business. Clients include Blue Wave Advertising, PBS, MK3 Creative, The University of Vermont, Direct Results, Ski Rack, Underground Antiques, Vermont Pasta, Sweet Energy, Tempo Home Furnishings, Vermont Times/Vox, Champions Tavern. Silkscreen poster design, CD and LP record packaging for many bands, including The Ladybug Transistor, The Essex Green, Guppyboy, The Sixth Great Lake, Zola Turn, Chin Ho!, Eef, James Kochalka Superstar, Baby's Nickel Bag, Starlight Conspiracy, My Own Sweet, Invisible Jet and Angus Maclise.

EDUCATION

Bachelor of Fine Arts

University of Vermont

Burlington, VT
Sep 1988 - Jun 1992

Major: Studio Art Minor: Art History Design Internship: Perez/Griffin Graphics

3D Animation with Maya

Rhode Island School of Design

Providence, RI
Jun 2008 - Aug 2008

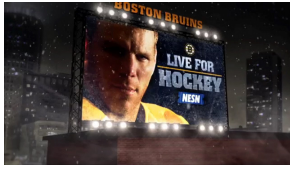
2008 Summer Studies, 3D modeling, character animation, lighting and rendering.

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Demo Reel Shot List

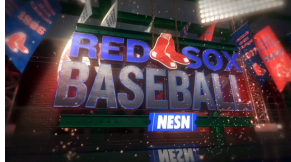
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BOSTON BRUINS HOCKEY GAME OPEN

Animated night skyline of Boston, mixed with Bruins player green screens composited using Adobe After Effects. Buildings, jumbotron, logo resolve modeled in C4D. Snow, lights and smoke: Trapcode Particular and Knoll Light Factory.

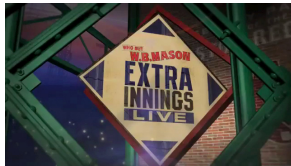
Concept, design, storyboard, animation and final effects.



RED SOX BASEBALL GAME OPEN

Red Sox player profile shots and action footage presented in faces of letters forming 3D logo resolve in an industrial Fenway Park themed environment. Banners and 3D letters modeled and animated in Maxon Cinema 4D. Particles, light effects and compositing in After Effects.

Concept, design, storyboard, player rotoscoping, animation and final effects.



EXTRA INNINGS LIVE SHOW OPEN

Girders, logo animation, talent jumbotron scenes modeled in Cinema 4D. Composited and finishing effects done in After Effects using Trapcode Particular and Knoll Light Factory.

Concept, design, storyboard, animation and final effects.



NESN BRAND SPOTS AND IDs

Development of new network brand look for New England Sports Network. Glass logo and video refraction elements built in Cinema 4D. Footage treatment and visual effects done in After Effects using Magic Bullet Looks, Trapcode Shine, Tiffen DFX, Knoll Light Factory.

Development of new network brand, glass technique, promo toolkit for producers, animation and final effects.



HOCKEY EAST FRIDAY NIGHT SHOW PACKAGE

College hockey show package design. Team logo glass globes, 3D show logos and tease frame rings modeled and animated in Cinema 4D. Action highlights and visual effects composited in After Effects using Trapcode Particular and Shine.

Concept, design, storyboard, animation and final effects.



THE BUZZ

Video jumbotron spinning metal space puck animation done using Cinema 4D. Animated logo resolve and hockey puck loop modeled in C4D. Composited and visual effects done using After Effects.

Concept, design, storyboard, animation and final effects. Develop and deliver show package for Avid editors.



ACC COLLEGE HOOPS TUNE-IN PROMO

Basketball arena, team banners, seats, rafters and floor modeled in Cinema 4D. Video highlights presented in jumbotron with 3D camera data exported into After Effects. Tune-in waving banners created using Zaxwerks 3D flag within After Effects for weekly production.

Concept, design, storyboard, animation and final effects. Development of producer promo toolkit.



THE BEANPOT TOURNAMENT

Game open. Hockey rink, Beanpot trophy, team ice logos and video board modeled using Cinema 4D. Composited and visual effects done in After Effects using Knoll Light Factory, Trapcode Shine and Particular.

Concept, design, storyboard, animation and final effects.