

Nathan Gilliss
nathangilliss@gmail.com
604.736.6522

Motion Graphics Designer or Animator

Hello world!

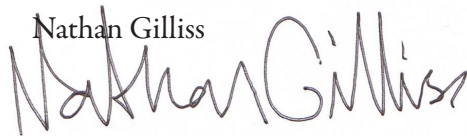
Beginning promptly after my graduation from Emily Carr University in 2009, I've been working as an animator and motion-graphics artist in Vancouver. I've worked on several advertisements, was commissioned for a short entertainment film, developed two campaigns for a prominent environmentalist and several for a large bank. Many of these jobs have led to repeat hirings, and two of my short films have made it to the film-festival circuit, both internationally and both winningly.

Through these experiences I've grown adept at interpreting a client's needs to produce a timely and desirable outcome. I've been able to work well with both creative and technical teams of varying size, and to convert diverse visions into proficient moving and printed images with a wide variety of aesthetic natures and technical specifications. I've worked under non-disclosure agreements and in situations which require near constant correspondence and intense attention to detail. All I'm really trying to say is that I work hard to please audiences and on their terms.

I assert that my ability to work well across the broad scope of work I've done comes from my strong desire to collaborate, or to simply get along with others professionally. Adding to this, I have a creative mind and the ability to express it well using many different methods, especially in regards to the complexities of video production software. I also work deftly with hot glue.

For these reasons, I believe that I would be a good candidate to work with you too! I would be happy to discuss my background with you in more detail. I can be reached at the number shown above. I look forward to hearing from you.

Sincerely,

Nathan Gilliss


Nathan Gilliss

Portfolio viewable at publicritual.ca

EDUCATION

I received a Bachelor of Media Arts from Emily Carr University in Vancouver in May of 2009. My education there would be valuable to you because it promoted creative thought, provided comprehensive technical training, and enforced a high standard for written communication skills.

WORK EXPERIENCE

Public Ritual Media, from May 2009 to Present

In May of 2009 I co-founded Public Ritual Media with another partner. Over the course of two years we've worked with a diverse set of clients ranging from the entertainment industry to dealing with technical specifications of engineers. These experiences have required an extreme diversity of skill sets, including collaborating with people both within and outside of the media industry. I oversee the projects as the leading animation effects supervisor. These experiences have made me highly adaptable and quick to learn nearly anything required of me, from tax law to new software to merging the technical with the conceptual.

Hand-built Landscapes, Summer 2010

Needing some sun and strenuous activity, I started working part-time as a landscaper while also working full-time as a freelance animator. Though inexperienced, it was soon that I became fully integrated into the crew due to my quick learning and robust work ethic. I was increasingly entrusted with independence after it was proven I had a complete grasp of specifications and expectations.

Northern Reforestation, Summers of 2007 and 2008

Long days of piece-work in northern Canada breaks many people, but I flourish under conditions which require hard work. Social skills play a bigger part to success at this job than many might realize, and part of why this job was so beneficial to me was my ability to socialize well. My honesty, consistency, punctuality, and general reliability made me a favoured planter among the foremen and I was rewarded with their trust, year-end prizes, and two seasons with minimal hassle.

AWARDS

- Best Student Production, MIFF (Montréal)
- Best Student Animation, BIFF (Beloit)
- Best in Show, TWMSF 2011 (Whistler)
- People's Choice, TWMSF 2011 (Whistler)

PROFESSIONAL CLIENTS

- Tic Tac
- Credit Unions of BC
- Stantec
- Salomon Skis
- Noise Digital
- Kokanee Crankworx
- The David Suzuki Foundation
- Rocky Mountain Sherpas
- Playground Media

SOFTWARE

- Adobe After Effects
- Adobe Premier
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe Flash
- Softimage (basic)
- 3DSMax (basic)
- Dragon Stopmotion