

GEOFF ROSS

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2D ANIMATOR AND RIG ARTIST

KEY COMPETENCIES

2D Character Animation
2D Character Rigging
Motion Graphics
Google Suite

Team Leadership
Toon Boom Harmony
Adobe After Effects
F-Track

Adobe Illustrator
Adobe Photoshop
Adobe Premiere
Microsoft Office

PROFESSIONAL EXPERIENCE

Floyd County Productions

Lead Animator (Full-Time)

2023 - 2023

- Responsible for supporting the animation director and managing the team to meet deadlines on FXX's Archer.
- Thorough understanding of pipeline, server, and how they interconnect with other departments.
- Manage and maintain notes and animation to satisfaction of directors and producers; Atlanta, GA.

Rig Artist and Animator (Full-Time)

2019 - 2022

- 2D rig artist and animator on the FXX's 'Archer' using Adobe After Effects, Marvel's Hit-Monkey, 'America: The Motion Picture', and Agent Elvis, using Toon Boom Harmony; Atlanta, GA.

Illustrator and Animator (Full-Time)

2018 - 2019

- Illustrator and animator on the FXX series, Archer using Adobe Illustrator and After Effects; Atlanta, GA.

Robbins Digital Media

Editor and Animator (Full-Time)

2017 - 2018

- Post-production processes for commercial projects using Adobe Premiere and After Effects; New York, NY.

Going Interactive, Inc.

Motion Graphics Artist (Full-Time and Freelance)

2016 - 2018

- Motion graphics artist for corporate video using Adobe After Effects and Illustrator; Roswell, GA.

Everyday Health Group

Video production Assistant Specialist (Full-Time and Freelance)

2012 - 2015

- Production assistant, producer, second camera operator on Sanjay Gupta, MD video team: On-set, post-production; New York, NY.
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EDUCATION

Savannah College of Art and Design

Master of Fine Arts: Animation

University at Buffalo; SUNY

Bachelor of Arts: Media Studies - Production