

JONATHAN BOLSTER

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SKILLS:

- Strong skills in: Maya, Photoshop, Flash, After Effects, Illustrator, Indesign
- Hardworking and creative problem-solver
- Experience leading teams and projects
- Excellent organizational skills and detail oriented.

EDUCATION:

The Art Institute of California – San Francisco San Francisco, CA
Bachelor of Sciences, Media Arts & Animation : Dec 2008

EXPERIENCE:

10/09-07/10

Digital Chocolate
2d Artist/Animator

- Painted assets in Photoshop, Flash and Illustrator to match the games styles.
- Worked in Photoshop, Illustrator, Flash, and After Effects to create animations and 2d art for 2 published games Nanostar- Castles and Nanotowns.
- Painted textures in Photoshop for 3d objects..
- Painted assets in Photoshop, Flash and Illustrator to match the games styles.
- .worked with a team to get the desired look for every assest.

07/09-10/09

Product Madness
Creative Editor

- created all assets of artistic design within the game applications: advertisements, ui elements, and in game art.
- Worked under the direction and guidelines of the creative director.
- created concepts for game applications.

07/09-08/09

B-Cuz!
Animator

- Worked with team to create short animation for Atlantis Resorts.
- Animated characters and effects in both traditional 2d and after effects.
- Created character puppets for character animations.

03/09-06/09

Sonic Jam
Flash Animator

- . Character animation for cut scenes.
- . Illustrated shapes and objects as needed for animations.
- . Worked with superiors to create great flash animation.