



JUSTIN BARNES

2D/3D MOTION GRAPHICS

SOFTWARE

Autodesk Maya, Adobe After Effects, Realflow, FCP Studio, PF Track, Mocha, Photoshop, Illustrator

PROFESSIONAL EXPERIENCE

FREELANCE

New York, NY July 2003 -Present

Worked in various roles with a variety of studios, production houses, post production houses and television broadcast networks, all for numerous clients. Clients include, Bacardi, LG, VH1, Pepsi, SAP, Discovery Channel, Bio Channel, PBS, Accenture, Cinetic Media, Indemand, Cox Cable, Tourneau, Arts Engine, Fox Searchlight Pictures, Time Warner Cable, Time Life, Sports Illustrated, Etc...

COLLIDER

3D Generalist, Motion Designer, Animator, Composer, Storyboard Artist, Editor, Art Director.

New York, NY Nov. 2005 – July 2009

Collider is a small studio specializing in motion graphics, animation and VFX for broadcast television, commercials, film and the web. Due to Colliders small size, my role included handling all aspects of production from concept to final delivery. Responsibilities included foreseeing problems and having the ability to solve them, managing time efficiently to meet deadlines, working and communicating well with a team and seeing a project to its end.

Legal Art Works

Lead 3D/2D Animator, Composer

New York, NY – Jacksonville, FL Nov. 2005 – July 2009

Lead 3D & 2D, responsible for all aspects of production from concept to final delivery. Projects consisted of re-creations of actual accidents and events that were to be used in court cases. Project requirements included realistic rendering, extremely accurate animation and modeling, clear and precise animation and a short turn around with the ability to make last minute changes.

EDUCATION

Brooklyn College, Bachelors Degree in Fine Art.