

SHAWN GOODRICH

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Curiosity has lead to my love and exploration of design and animation as well as my need to share with others my passion for type, color, and motion.

ACADEMIC / TEACHING EXPERIENCE

The Creative Circus, Faculty, June 2012 - September 2014

Taught working professionals looking to expand their existing knowledge base.

Created and helped train my fellow instructors on new 3D and compositing courses.

The Art Institute of Atlanta, Faculty, September 2009 - September 2014

Developed and taught curriculum for several different classes within the digital filmmaking and visual effects departments. Department advisor to graduating students.

Savannah College of Art & Design, Teaching Assistant, October 2008 – December 2008

Assisted in the demonstration of visualization, concept storyboarding and packaging for broadcast design.

EDUCATION

Savannah College of Art & Design

Atlanta, GA May 2009

Master of Fine Arts in Broadcast Design - G.P.A. 3.7

(Thesis: Education of International Design)

Savannah College of Art & Design

Savannah, GA May 2000

Bachelor of Fine Arts in Motion Graphics 2000 G.P.A. 3.17

Lansing Community College

Lansing, MI May 1996

Associate of Applied Arts in Computer Animation

RESEARCH

Every artist draws upon the experiences in his or her life. Influences could be emotional, a thought before falling asleep, or another artist's work. My research is the exploration of differences between cultures and the impact society has on an artist's work.

PROFESSIONAL EXPERIENCE

WSB-TV, Designer August 2014 – Present

Divided time between on-air and digital promotional content in addition to implementing new automated production techniques that generated graphics and maps for producers.

Blue Sky Agency, Motion Graphics Designer, April 2012 - September 2012

One of two in-house motion designers, in charge of concept, production, and post-production of projects to clients such as the Braves, Off Broadway Shoes, Reader's digest, and Gas South.

Georgia Public Broadcasting, Art Director, August 2009 - December 2011

Directed and supervised the rebranding of on-air graphics for GPB. Delivered a broadcast package that increased the brand awareness of GPB while maintaining the underlying values of featured programming.

CBS News Atlanta, Designer, May 2000 - September 2009

In charge of producing a high volume of broadcast and digital graphics under tight deadlines.

Zoic, Visual Effects Artist/Composer, April 2006 - June 2006

Visual effects, compositing, and tracking on feature films for the popular episodic crime drama CSI, and commercials for Bell South.

New Wave Entertainment, Art Director, March 2005 - April 2006

Provided direction to clients for studios such as Warner Bros., Universal, Sony, HBO, Fox, and Disney on design elements for film, television, and commercial productions. Final output of most materials were for film and DVD.

THQ, Editor/Motion Graphics Designer, February 2004 - March 2005

Incorporated graphics and game play footage into promotional spots. Commercials aired nationally across many different formats.

Primal Screen, Animator, February 2001 - January 2003

Directed the design and production of a new show for Turner South from concept to completion. Other duties include animating cartoon characters for Cartoon Network, Disney, PBS Kids, and Nickelodeon.

CERTIFICATION

Master Brewing Certification

Appalachian State University, April 2014

Adobe Educator Certified 2013

Avid Certified Trainer 2011

PROFESSIONAL AFFILIATIONS

NATAS Member Since 2013

HONORS AND AWARDS

"Be Yourself" (2008) Silver Scaddy Award for Television Commercial

"Rick & Bubba" Turner South (2003) Silver BDA / Promax Award for topical on-air and print combination.

RELATED EXPERIENCE

Independent Film "I Thought of You" (2006) Lead Composer

The 48 Hour Film Project "The Pitch" (2002) Motion Graphics Artist

VOLUNTEER WORK

Produced a 30 second commercial for the National Audubon Society about conserving and restoring natural ecosystems, focusing on birds and other local wildlife.

SKILLS & EXPERTISE

Compositing: Nuke, Shake, and After Effects

Animation: Maya and Cinema 4D

Editing: Final Cut Pro and Avid Symphony

Color Grading: Nuke, Color, and Final Cut Pro

Print: Photoshop and Illustrator

*Have taught all software listed.