

Bob Paulson

Graphic Designer – Digital Artist – Fine Artist
619-820-9420 – bob@bobpaulson.com

SKILLS & ACCOMPLISHMENTS

EXPERIENCE HIGHLIGHTS

- 3 years experience as a Senior Graphic Designer with Art Director responsibilities for local television station. Under extreme time deadlines, designed over the shoulder graphics, full screen graphics and animations, commercials and 3D animations.
- Freelance experience includes jobs for Barrett Jackson Auto Auction, San Diego Chargers, San Diego Padres and Gamecaster 2142 Battlefield video game competition.
- 6 years experience as a Graphics/Production director for local newspaper.
- Among the team that created the pilot for The Family Guy animated television show for Fox Television.

COMPUTER EXPERIENCE

- Over 15 years experience with computers, both Mac and PC.
- Over 8 years Design experience in the graphics and print industries.
- Training in a wide range of programs from layout to high-end 3D software.
- Used 3D Modeling and Animation programs in a freelance and production environment for various clients.

Platforms & Programs

- Platforms: Macintosh OSX / Windows Vista, XP, 2000, NT, 98, 95 / UNIX (basic)
- Programs: Autodesk Maya, 3D Studio Max, Adobe Photoshop, Flash, Illustrator, After Effects, Premiere, InDesign, Dreamweaver, MS Word, Excel, Powerpoint, Outlook
Some experience: Side Effects Houdini
- CG: Modeling (lo-poly as well as high-res), Animation, Texture and Lighting, Effects, Layout
- Systems: Networks, Troubleshooting, Hardware & Software install/repair
- Internet: Web design, Maintenance/Management, FTP

ART / DESIGN

Skills

- Traditional Fine Art training: Drawing, Illustration, Storyboards, Painting- Oil, Acrylic and mixed, Sculpture- Clay, Welded Steel and Mold making and casting.
- Production: 2D/3D Graphics, Design, Layout, Traditional Animation
- Tools & Machinery: Airbrush, Jewelry making, Welder- Arc and Gas, Metalworking, Mold Making, Sand Blaster, Band Saws, Sanders and various other power tools.

EXPERIENCE

- Feb 2005 – **Senior Broadcast Designer with Art Director responsibilities:** 3
Feb 2008 Production for early morning newscasts (3 separate shows), Graphic preparation primarily for news, but also supports Sales, Promotion, Production and Community Affairs. Creation of OTS (Over the Shoulders), Still Stores (Full Screen Boards) also, Animated show intros, bumpers, titles and backgrounds. Set re-design, various new graphics re-design Billboard, Transit, and Advertising Design.
KUSI/NEWS Television Ch. 9/51 - MCKINNON BROADCASTING CO.
- PRESENT **Freelance Artist:** 3D Modeling, Animation, Effects, Graphic Design, Digital Illustration, Character Design, Website Design, Publishing and Fine Art.
- 2006–PRES CARROT TOP STUDIOS – Graphics production / Animation
Clients included: San Diego Chargers, San Diego Padres, Gamecaster, GamePlay HD, Cox - Everyday Heroes, Phoenix, and Barrett Jackson Auto Auction.
- 2001–2005 SANDS PUBLISHING – Book Cover Design, Layout and Illustration
2004 JOEL ANDERSON – 3D Modeling
2001–2002 AXESS GRAFX – 3D Modeling, Animation, Effects, Presentation
2001–2002 AQUENT PARTNERS – Graphics, 3D Modeling, Animation & FX
2000 “TONKA JOE” TONKA/HASBRO/IMAGINENGINE – 3D, Effects
- 1997–PRES **Fine Artist:** Professional Fine Artist, Painting, Sculpture, Illustration, Airbrush, Metal and Mixed Media.
PAULSON FINE ART STUDIOS
- 1999 – 2001 **Multimedia Instructional Specialist:** Instructed students with computer programs such as Maya, 3D Studio Max, After Effects, Premiere, AutoCAD, Flash, Dreamweaver and Photoshop.
Assistant Systems Administrator: Assisted with Computer Networks, Hardware and Software upgrades for 175 units, including lab and all classrooms, both MAC and PC.
SANTA MONICA COLLEGE /
ACADEMY OF ENTERTAINMENT & TECHNOLOGY, Santa Monica
- 2000 **“MAJOR DAMAGE”**
Assistant TD, FX, Previsualization, Internship
■ Production of 3D animated short “Major Damage”
■ Part Time/Short Term Internship Assistant Technical Director,
■ Assistant TD, FX, Previsualization, Referencing files from 35 artists working off site, 3D FX-dust shots- **credit**
- 1998 **“THE FAMILY GUY” pilot,**
Jim Keeshen Animation Studio
■ Production of pilot for Fox Television (The Family Guy) - **credit**
■ Clean-up, Animation, Ink & Paint, Layout and processing final output.
- 1993 – 1998 **Graphics / Production Director:** Production of weekly newspaper,
2002 designed and managed website, advertising, newsletters and marketing materials.
ALPINE SUN NEWSPAPER, Alpine, CA

EDUCATION

- 1997-1999 **SANTA MONICA COLLEGE**, Computer Animation and Visual Effects
Associates Degree.
- 1996 **LAGUNA COLLEGE OF ART**, Laguna Beach, CA.
Fine Art Major Track: Painting, Sculpture, Drawing, Life Drawing.
- 1995-1996 **ACADEMY OF ART**, San Francisco, CA.
Fine Art Major Track: Sculpture, Painting, Drawing, Welding, Mold Making &
Casting.

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