Jen Cram
ANIMATION! ILLUSTRATION! SCULPTURE!

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Overview:

Self-motivated, multi-skilled, team-oriented with excellent communication skills.
Primary work; 2D puppet and hand-drawn, 3D, and stop motion animation.
Skilled in illustration, sculpture, and sequential art.
Comfortable with Agile project management.
Animation software: Maya, Toonboom Harmony, Flash/Animate, After Effects, Premiere, and Dragonframe.
Art software: Adobe Photoshop, Illustrator, inDesign, Sketch.

Industry Experience:

Freelance Animator/Illustrator, Jen Cram Art, East Windsor, NJ   June 2018-Present
- remote contract animation and illustration work

Animator/Designer, MAI SOCIAL, *Gram Labs, Inc, Manhattan, NY   March 2017-June 2018
- built 2D illustration asset library for a "design yourself" social media app
- created 2D player animations using proprietary software
- co-managed an international multilingual team during transition of asset library from 2D to 3D
- collaborated to design a facial and body rig for versatile character creation to match 2D assets
- created 3D player animations using Maya
- created promotional materials, videos and animations

Illustrator/Keyframe Artist, THE GET DOWN, Pig Apple, Brooklyn, NY   November 2016-February 2017
- keyframe character and prop illustration in Adobe Illustrator

Animator, LEGENDS OF CHAMBERLAIN HEIGHTS, Season 1, Bento Box Entertainment LLC, Atlanta, GA   January 2016
- inbetween character animation in Toon Boom Harmony

Inbetween Animator, THE AWESOMES, Season 3, Bento Box Entertainment LLC, Atlanta, GA   March 2015 - August 2015
- inbetween character animation in Toon Boom Harmony

Inbetween Animator, THE AWESOMES, Season 2, Bento Box Entertainment LLC, Atlanta, GA   April 2014 - August 2014
- inbetween character and effects animation in Toon Boom Harmony

Illustrator/Keyframe Artist, ARCHER, Season 5, Floyd County Productions, Atlanta, GA   October 2013-March 2014
- keyframe character and prop illustration in Adobe Illustrator
- keyframe and inbetween animation on Emmy nominated Season 5: Episode 8, "Rules of Extraction," in Adobe Flash

Writer / visual research, SCAD, Savannah, GA   January 2012 - March 2012
- Mohamed Elsinbawy's thesis film, "Time"

3D Character Animator, SCAD, Savannah, GA for four student films   December 2011 - October 2012

2D Character Animator, SCAD, Savannah, GA for two student films   January 2011 - March 2011

Production Assistant, THE ADJUSTMENT BUREAU (2009), George Nolfi, Universal Studios, New York, NY   February 2010
- post-production talent contracts and liaison

Art Department Intern, THE ADJUSTMENT BUREAU (2009), George Nolfi, Universal Studios, New York, NY   August 2009
- prop generation, on-site location research, department research for production designer Kevin Thompson

Illustrator's Assistant, Chris Gash Illustration, Edison, NJ   2008-2009
- editorial illustration concept development

Assistant Cartoonist, HEATHCLIFF, Heathcliff Enterprises, Inc., Glen Ridge, NJ   Summer 2008 - Winter 2009
- wrote, drew and inked "Kitty Korner" portion of nationally published Sunday comic strips

Education:

MFA in Animation   June 2013
  Savannah College of Art and Design, Savannah GA
BFA in Animation/Illustration, Summa cum Laude, Honors Program, GPA 3.941   January 2010
  Montclair State University, Upper Montclair, NJ
  Montclair in Nice, France, Summer 2009
  Montclair in Siena, Italy, summer 2007

Shows/Publications:

"Evolved to Animate: Animation as Storytelling for the Human Creature," MFA thesis paper   2015
George Segal Gallery, BFA graduation group show   2009
Gallery 3.5, interactive installation show   2009
The Normal Review, undergraduate publication, paintings and sculptures printed   2009
Gallery 3.5, sculpture and illustration show   2008
Gallery 3.5, illustration show

Awards, Honors, and Affiliations:

Honors Fellowship, SCAD, Savannah, GA   2010
Excellence in Illustration/Animation Award, Montclair State University, Upper Montclair, NJ   2009
Cento Amici Award scholarship, Montclair State University   2009
Bloustein Scholar, State of New Jersey   2005-2010
Phi Kappa Phi   2007
Alpha Lambda Delta

Leadership/Education Experience:

Adjunct Professor of Animation, Moore College of Art and Design, Philadelphia, PA   January 2019-Present
  - 2D, 3D and professional development courses in the Animation and Game Arts Department

Director / writer / character designer / story artist / animator / etc, SCAD, Savannah, GA   June 2011 - March 2014
  - MFA thesis film, "Falls"
  - collected team of concept, animation, music and background artists
  - assigned work to a team of 6 animators, 5 concept artists and 2 background artists based on their strengths
  - ran weekly "dailies" animation critique meetings
  - met individually with artists as needed
  - worked with off-site composer

Director / writer / character designer / story artist / animator, SCAD, Savannah, GA   March 2012 - June 2012
  - collaborative film, "Scarpe d'Amore"
  - worked intensively with 5 other artists to create a 2 minute short in 10 weeks
  - ran "dailies" critique meetings to review concept, models, rigs, textures, layout, and animation
  - worked with off-site composer

Animation Supervisor, SCAD, Savannah, GA   January 2012 - March 2012
  - "Puppy Love," by Jordan Hess
  - communicated with director to determine visual animation style
  - assigned shots to a team of 12 animators based on their strengths
  - ran weekly "dailies" critique meetings
  - met individually with animators as needed

Graduate Mentor, SCAD, Savannah, GA   March 2011-March 2012
  - helped undergraduates improve artistic ability, organizational skills, interpersonal effectiveness, and professionalism
  - gave instructional presentation about Google Suite to approximately 50 people at the Mentorship Program's monthly meeting