



Jimmy Ellerth

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A HIGHLY SKILLED AND CREATIVE ARTIST with years of experience in both traditional and digital mediums who excels in fast-paced, quick deadline environments, as well as those through collaboration with a group.

PROFICIENCIES

ADOBE CREATIVE SUITE CS6

- Years of experience with Photoshop, Illustrator, InDesign and Flash.

3D MODELING SOFTWARE

- Maya and ZBrush.

PROGRAMING SOFTWARE

- Unity 4.8 and the c# programing language.

MICROSOFT OFFICE SUITE

- Word, Excel and Powerpoint.

OPERATING SYSTEMS

- Up-to-date understanding of the Windows and Macintosh operating systems.

EDUCATION

MONTCLAIR STATE UNIVERSITY 2009 – 2013

- Graduated Magna Cum Laude with a Bachelors of Fine Arts Degree in Animation & Illustration.
- Graduated a Deans List Honor student with a 3.9 GPA.
- Representative of the Animation & Illustration program on the student counsel.

WARREN COUNTY TECHNICAL SCHOOL 2007 – 2009

- Graduated under the school of Commercial Art.

EXPERIENCE

LEAD GRAPHICS SUPERVISOR AND GRAPHIC ARTIST

Princeton Packet Publications March 2014 – Present

- Creates advertisements, art work and visual layouts for the Princeton Packet newspaper and all other affiliated publications on a daily basis.
- Oversees the ad workflow, project scheduling, project assignment, and overall production procedures for the newspapers, magazine, online, marketing/promo projects and special sections.

FREELANCE ILLUSTRATOR

February 2010 – Present

2D ARTIST AND ART DIRECTOR

Mangu Studios April 2014 – August 2014

- Created a variety of art assets; including character concepts, world designs, weapon concepts, illustrations, graphic elements, and environment art as well as leading in art direction for the studio's upcoming game project.
- Designed the logo now in use by the company.
- All work was commissioned on a week-by-week basis.

2D ARTIST, CONCEPT ARTIST AND GRAPHIC DESIGNER

Idiosync Industries October 2011 – February 2013

- Created various illustrations, world concepts, game concepts, graphic elements and character designs for the company's *Terrabellum* game project.
- Designed the logo now in use by the company.

ACHIEVEMENTS

HERO

September 2012 – April 2013

- Single-handedly illustrated and developed the fantasy card game *Hero* in 2013.

OUTSTANDING ANIMATION/ILLUSTRATION STUDENT AWARD

May 2011 & May 2012

- Recognized as the Montclair State University Outstanding Animation/Illustration Student for the 2011 and 2012 school years.

1ST PLACE DIGITAL PAINTING AWARD

March 2011 & March 2012

- Received 1st place in the category of Digital Painting at the St. Catherine of Bologna Patron of the Arts Association show in March of 2012, and 2nd place in the same category the year prior.

