

# MICHAEL BLANK

366 Clermont Ave. Apt1  
Brooklyn, NY 11238  
(646) 270-1651, michaelgblank@gmail.com  
www.blanksight.net

## SKILLS:

- Graphic Design
- 2D animation
- 3D animation and modeling
- Photoshop retouching and image manipulation
- Illustration and sketching (various mediums)
- Painting (oil, acrylics, watercolor)
- Storyboarding

## Software Skills: Apple Mac OSX, Microsoft Windows:

- Adobe After Effects, Adobe Illustrator, Adobe Photoshop, Adobe Premiere, Cinema 4D, Final Cut Pro,
- DVD Studio Pro, Macromedia Dreamweaver (HTML coding)

## EXPERIENCE:

### 2005 - Present CBS College Sports/CSTV

#### Position: Senior Motion Graphic Designer

- Came up with original concepts and designed boards for opens and "looks" for various sport shows
- Designed and animated elements for full In-studio and remote game packages such as opens, front-ends, transitions, bumpers, mortises and animated bugs
- Designed and animated promos and tune-ins for different College Sports programming
- Designed Show logos and animated logo resolves and transitions
- Art directed and trained entry-level designers in creating different on-air graphics

### 2003 - 2005 New York Times Television, New York, NY

#### Position: Freelance Motion Graphics Designer

- Animated and rendered graphics for various documentaries and shows
- Designed and animated title sequences
- Created and animated dynamic maps and diagrams for different segments of the shows
- Animated headlines in an original yet simple style
- Designed postcards and posters for various shows

### 2000 - 2003 Fountainhead Design, New York, NY

#### Position: Freelance Graphic Designer / Illustrator

- Animated graphics for promotional videos and commercials using Adobe After Effects
- Designed ads, websites, and logos for various concepts in Print, Video, and Web
- Created illustrations for posters and advertisements
- Compiled storyboards for TV spots and other video projects

### 2001 - 2002 Pitch Inc, New York, NY

#### Position: 3D Animator / Character Designer

- Worked on a CG short animation with a team of animators using Softimage 3D
- Designed and textured the characters
- Completed parts of the animation that involved realistic human gestures

## EDUCATION:

### 1997 - 2001 School of Visual Arts, New York, NY

Degree: BFA

Major: Computer Arts

## FESTIVALS/AWARDS:

### Animated Short: WALDEMAR

2003 Anifest, Trebon, Czech Republic: Nominee for Best Animation

2002 Kalamazoo Animation Festival, Kalamazoo, MI: High Honors Award for Best Animation

2001 Dusty's Film and Animation Festival, New York, NY: Award Winner for Best Computer Animation