

Will Renn

Illustration/Animation/Design

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Profile

I am an artist with over 10 years experience as a character designer, background artist, 2D animator, scenic painter, prop maker, and set builder on various projects such as short films, animated web series, and television commercials. I also have done work as an illustrator for books, games, advertisements and branding. When not doing artistic projects I also work as a longshoreman in the Port of Los Angeles/Long Beach, where I have been a casual member since 2007.

Skills

Creative Abilities:

- 2D Animation, Character Design, Prop Design, Background Design, Effects Animation, Concept Art, Editing, Compositing, Set Construction, Graphic Design

Digital:

- Photoshop, After Effects, Illustrator

Traditional:

- Figure drawing, Charcoal, Pen and Ink, Oil Painting, Water Color, Sculpting

Additional Skills:

- 1st Degree Blackbelt in Shotokan Karate, Snowboarding, Surfing, Driving trucks

Education

Concept Design Academy Pasadena, CA

- Ongoing Supplementary Classes

Academy of Art University San Francisco, CA

- BFA 2009 Major in Animation, Focus in Storyboarding/Visual Development

Santa Barbara City College Santa Barbara, CA

- Major in Fine Arts

Experience

Crypt TV August 2018 - December 2018

- Creating content for web series such as Meat Up and Glamdora. Character design, background design and animation.

Discovery Digital Networks LLC September 2015 - October 2016

- Animation for short segments such as the Explain the Plot series featured on the SourceFedNerd channel.

Machinima May 2012 - October 2013

- Created Animation, Character Design, Background and Layout for many shows such as What the Flula and Inside Gaming.

360 Propworks Inc. 2010 - 2012

- Scenic Painting, Set Dressing, Prop Making and Set Construction for several projects such as a short film, TV commercials and constructing a laser tag arena in Huntington Beach.