

GRANGER LOOSLEY

CHARACTER ANIMATOR & GFX ARTIST

SAN FRANCISCO BAY AREA

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Professional Summary

Creative character animator & GFX Artist with over nine years of experience producing digital content.
Passionate about developing characters & environments that bring stories to life.

Proficient in: After Effects, Illustrator, Animate, Character Animator, Premiere, Photoshop, Maya, & Logic Pro X

Skills



- Character animation
- Character design
- Background design

- Storyboards & layout
- Motion graphics
- Motion tracking

- Sound design
- Video editing
- Digital compositing

Work History

Character Animator & GFX Artist

06/2016 to Current

Loosley Made Productions - Emeryville, CA

- Producing animated entertainment, educational content, & promotional material
- Working with clients to translate their creative vision through each stage of the production pipeline
- Skills include: character animation, character design, storyboarding, sound editing, motion graphics, digital compositing, & video editing

GFX Coordinator

05/2022 to 06/2022

Radical Media, LLC - Cupertino, CA

- Project: Apple Worldwide Developers Conference 2022 & Apple Design Awards 2022
- Communicated with editorial departments to ensure all graphic assets were properly tracked & received
- Produced unique graphic elements, motion tracking, digital compositing, & provided QC review

GFX Artist

01/2022 to 04/2022

MAX POST - Remote from home

- Project: *Joe Millionaire: For Richer or Poorer* (Season 1)
- Worked as part of the post-production team responsible for episodes of *Joe Millionaire: For Richer or Poorer*
- Produced unique graphic elements, rotoscoped animation, & digital compositing

GFX Artist

06/2020 & 06/2021

Radical Media, LLC - Cupertino, CA

- Project: Apple Worldwide Developers Conference 2020 & 2021
- Worked as part of the post-production team responsible for creating WWDC sessions
- Produced unique graphic elements, motion tracking, digital compositing, & provided QC review

GFX Artist

10/2020 to 11/2020

A. Smith & Co. Productions - Remote from home

- Project: *Mental Samurai* (Season 2)
- Worked as part of the post-production team responsible for *Mental Samurai*
- Produced unique graphic elements, rotoscoped animation, & digital compositing

Background Artist

Meat Canyon - Remote from home

01/2019 to 12/2020

- Project: Meat Canyon (YouTube Channel)
- Worked as part of a team responsible for creating Meat Canyon animated shorts
- Produced original background illustrations, pre-production layout, & digital compositing

Animator

Saturday Night Vine - Los Angeles, CA

07/2015 to 01/2017

- Project: Saturday Night Vine
- Created original animated shorts on a weekly basis for an audience of 35,000 followers
- Produced original character animation, character designs, & background illustrations

UX & Graphic Designer

01/2014 to 04/2015

BrandPal - Berkeley, CA

- Project: BrandPal (mobile location based advertising application)
- Worked as part of a team responsible for creating the BrandPal App
- Produced unique graphic elements, motion graphics, UX design framework, & QC review

Education

Bachelor of Fine Arts: Animation

Class of 2013

California College of the Arts - Oakland & San Francisco, CA

- Learned from industry professionals about each aspect of the animation production pipeline
- Senior Thesis Project: Directed, produced, & animated the short film *Algebreh*
- Co-produced the 3D platforming game *Nostalgia*
- CCA Academic Software Coach & Tutor