

Jason Tidwell

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Summary

An eclectic artist and animator with over 17 years of experience. Receiving a Bachelor of Science in Media Arts and Animation from The New England Institute of Art. Proficient in Toon-boom Harmony, Adobe Creative Suite, Clip Studio Paint, Procreate, Procreate Dreams, Java Script, automation and app development.

Recently concluded a project as a Freelance Studio/Animator at Warner Bros. Discovery, solely creating high-quality animated IDs/Ads. Creating both originals ideas and Season Premiere commercials for Rick and Morty and The Three Busy Debras.

I enjoy collaborating with talented and creative teams and I am a comic creator who frequents Comic-cons promoting my product. My goal is to explore new ways of expressing my artistic voice with a team I can both help and grow with.

Experience

Warner Bros. Discovery

Animator-Character Creator/Designer-BG&Props Creator/Designer-Inks&Paints- Storyboard Artist

October 2021 - September 2024 (3 years)

Los Angeles, California, United States

Bringing HQ animated ID/Ads/Commercials to life from start to finish. Via pitching, scripting, storyboarding, character creation/design, Background creation/design, prop creation/design, compositing, animating and coloring.

Old Reids Rum

Creative Director

May 2019 - March 2022 (2 years 11 months)

Los Angeles County, California, United States

Successfully rebranded Jamaican white rum company handling all - graphic design, photography, web dev, video-graphing, social media and advertisement. Reaching goal of increasing sales and improving market reach.

Freelance Jason Tidwell

Operating as Studio

September 2012-Present

I do work for various clients and small businesses. Graphic design, animation, comic books, children's books, characters, etc.

Apps Kids Love

Lead Artist - Animator | Production Assistant

February 2012 - August 2012 (7 months)

Created illustrations, animations and UI for children jigsaw puzzle games.

Created advertisement banners and animations.
Worked with Xcode throughout app development.
Supervised team operations by setting up assignments and delegating work.

Demiurge Studios

Icon Artist-Art Dev Support
July 2011 - November 2011 (5 months)
Created in game achievement icons for IOS game.

Mass Youth Soccer League

Animator
January 2011 - April 2011 (4 months)
Worked on youth soccer league commercial as part of a team-animating, storyboarding and character design.

SONiVOX

Animator
February 2011 - March 2011 (2 months)
Created art assets and animations for IOS game.

Eco egg

Lead Artist
October 2006 - March 2008 (1 year 6 months)
Created eco friendly webcomics to describe ongoing global ecological issues.

Education

The New England Institute of Art

Bachelors of Science in Media Arts and Animation, Bachelors of Science in Media Arts and Animation · (2007 - 2011)

Gnomon

Digital Painting 2 (2022)

Skills

Toonboom Harmony, Adobe Suite, 2D Animation, Character Creation/Design/Animation, Background & Prop Design, Clip Studio Paint, Procreate, Dreams, Unity, Illustration, Comic book Design