

CHASE GORDON

CONCEPT ARTIST

ANIMATOR

DESIGNER

COLORIST

✉ interstellarchase@gmail.com
🌐 <http://chasegordondesign.com>
📷 hotdogdiet

EXP EXPERIENCE TIMELINE

- **2025 Freelance Design**
I've continued freelance design work for Paramount Network, Paramount+, NBC, and a number of previous clients
- **2019 Graduated FZD School Of Design - Singapore**
 - Industrial Design for Entertainment (Concept Art)
- **2018 Viacom - Paramount Network - New York City**
I served as a designer, motion graphics animator, and colorist for the new Paramount Network, and also helped create and modify high-use AE toolkits. My team worked like a well-oiled machine and my co-workers were like family.
 - *Motion Design* • *Colorist for On-Air Spots and Specials*
 - *Toolkit Creation/Modification* • *3D Design/Animation*
- **2015 Viacom - TV Land - New York City**
I was brought on to TV Land as a graphics toolkit animator and quickly branched out to motion design, color correction, and retouching work once my superiors realized my potential.
 - *Motion Graphics Animation* • *Motion Design* • *Colorist*
 - *Image Editing* • *Times Square Motion Design*
- **2014 WME/IMG - New York City**
I was the designer for a small team at WME/IMG, developing pitches and cranking out daily creative social media posts. I helped the company win more clients and lighten the quality of their creative work and turnaround time.
 - *Deck/Pitch and PR Design for World-Class Clients*
(Amazon, Nissan, HAAS, NRG, Vitamin Water, Keurig)
 - *Creating Quick Social Content for Well-Known Clients*
(Timex, Hampton Farms, Dick's Sporting Goods)
 - *Design* • *Video Editing* • *Social Ideation* • *Infographics*
- **2012 Major League Baseball Advanced Media - New York City**
I was one of two motion graphics artists for all of MLBAM in NYC, reliably handling quick jobs at a breakneck pace.
 - *Mograph Spots for Web/TV/Ballpark Broadcast*
 - *Project Development* • *Tight Turnaround Animation*
- **2011 Freelance Design /Animation/3D - New York City**
I've freelanced in NYC with many well-known clients. My jobs have included VFX work, event visualization, motion graphics, green screen keying, and camera work.
 - *Jack Morton Worldwide* • *Nickelodeon* • *MetLife*
- **2008 Pixelfab Studios, LLC (Founder) - Charlotte, NC**
My business partner and I started and ran this business for three years. I led the design side and built a wealth of knowledge and processes across numerous design fields.
 - *3D Archvis Renderings* • *Motion Graphics* • *Design*
 - *Scheduling* • *Post-Production* • *Running a Business*
- **2006 Graduated Appalachian State University - Boone, NC**
 - BA: Graphic Design • Minors: Computer Science, Business
- **2005 Wagner Murray Architects - Charlotte, NC**
I worked for WMA during and after college, providing web design, image editing services, and 3D visualizations.
 - *Graphic Design* • *Image Editing* • *Photography*
 - *3D Renderings* • *Presentations* • *Project Management*

SKILLSET MANIFEST

- 3D** Modeling, Materials/Texturing, Lighting, Animation, Rendering/Compositing, Low Poly, Particles/Simulation, Camera Tracking, Photogrammetry
- 2D** Concept Art, Illustration, Compositing, AE Motion Graphics, Rotoscoping, Retouching, Infographics
- Drawing** Experienced with Perspective, Pencil, Pen, and Copic Markers
- Photo/Video** SLR/DSLR Photography, Videography/Camera Op/Drone, Image Editing, Video Editing
- VR** Valve Index
Sculpting
Beginner Level Unreal Engine and Unity
- General** Project Planning, Storyboarding, Time Management, Writing, Wealth of Creativity
- Hardware** Built My Own Gaming/Render PCs Since High School, Experiment with Arduino and Processing
- Everyday Art Project - Since August 2016**
 - [instagram.com/hotdogdiet](https://www.instagram.com/hotdogdiet)
 - Never Missed a Day
- Awards** Gold and Silver Promax Awards
Gold and Bronze GEMA Awards
Society of Illustrators Award
Killer Classics 2020-2023 Spots
Clio and GEMA Awards
Frasier Line Art Promo

SOFTWARE ARSENAL

Still Image

Photoshop
Illustrator
Nik Plug-Ins

3D/Rendering

Cinema 4D
Octane
Blender
ZBrush
SketchUp
Marvelous Designer
Meshroom
Medium
Gravity Sketch

Motion/Post/Editing

After Effects
DaVinci Resolve
Premiere
Mocha
Red Giant
Trapcode Suite
Primatte

Code/Game Engine

AE Expressions
HTML/CSS/XML
Arduino
Unity (Beginner)
Unreal (Beginner)

➤ **References Available by Request**