



Jess Idlehart

 j@jessidlehart.com

 (303)801-8462

 [linkedin.com/in/jessidlehart](https://www.linkedin.com/in/jessidlehart)

 <https://www.jessidlehart.com/reel-1>

Summary

Jess Idlehart is an LA-based, design-driven Animation Designer, Technical Director, and Composer with 10 years of industry experience, using his creative and technological skills to uniquely and effectively complete the animation process. For inquiries, please e-mail.

Experience

Art Director

Non-Fungible Labs

Nov 2022 - Present (7 months)

- Conceptualized and maintained the appearance of CG game, NFT, and promotional assets, creating illustrations, documentation, and prototypes throughout production.
- Visually-guided, tasked, and managed a team of conceptual artists, CG modelers, and texture artists to deliver assets that are optimized for use in CG game environments and real-world clothing production.

Animation Director

Self Employed

May 2012 - Present (11 years 1 month)

- Designed and animated shorts, bumpers, explainer videos, and other promotional materials for clients such as: FX, Hulu, MTV, and VH-1.

Motion Graphic Artist

Electronic Countermeasures, LLC

Jan 2019 - Dec 2022 (4 years)

- Provided 2D and 3D designs and animations for music performances, and festival productions.

Notable projects include: Beck - Night Running Tour (2020-2022), Jojo Siwa - D.R.E.A.M. The Tour (2019-2022), MDL Beast Soundstorm22

Technical Director

Netflix

Oct 2019 - May 2022 (2 years 8 months)

- Developed the visual language of the show in regards to compositing, along with providing pipeline tools, retake notes, and visual guides for both the in-house and vendor studio compositors.
- Leading to production, worked closely with the Design Supervisors to provide conceptual designs and CG models for select FX, props, and environments, as well aiding in the color script.
- During production, handled shots exceeding the budgeted amount of vendor studio retakes, along with priority shots, title cards, and certain stylized FX.



Compositor

Chromosphere Studio

Jun 2018 - Jan 2019 (8 months)

- Composited CG animation for director John Kahrs film "Age of Sail" to align with a 2D watercolor aesthetic.
- Animated motion graphic montage sequences for the Netflix animated series "Carmen Sandiego".



Harmony & After Effects Compositor

Nickelodeon Animation

Apr 2016 - Jul 2018 (2 years 4 months)

- Collaborated with show creators in developing the final look of the series, as it pertains to cinematography, VFX, and graphics.
- Created style guides and style comps for vendor studio, spotted inconsistencies and delivered retake notes to aid the vendor compositing team in maintaining a consistent level of style and quality.
- Handled priority shots, such as the series opening titles, title cards, and studio logos.



Compositor

Little Room / Davis Guggeneheim

Feb 2014 - Aug 2015 (1 year 7 months)

- Provided compositing and additional FX animation for the Annie Award-winning Davis Guggenheim film "He Named Me Malala".

Education



California Institute of the Arts

Bachelor of Fine Arts - BFA, Master of Fine Arts MFA , School of Film/Video:

Experimental Animation

2010 - 2016

Skills

- Storyboarding • Autodesk Maya • Motion Graphics • Creative Concept Design • Design Supervision • Task Management • World Building • Concert Visuals • Adobe Premiere Pro • Blender