

DEVON PERTARB

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3D GENERALIST AND MOTION DESIGNER

Experience in CG product and environment visualization. Additional experience in 2D motion graphics, template/asset creation, social media, photogrammetry, videography, and photography.

EDUCATION

CG Master Academy

Certificate

Focus: Houdini FX

July 2024 - Sept. 2024

Ringling College of Art + Design

Bachelor of Fine Arts, Honors

Major: Motion Design

August 2019 - May 2023

Montana State University

Associate of Arts

Major: AA

August 2016 - August 2019

EXPERIENCE

Professional Graphic Artist, FOX Television Stations

Full-Time

November 2024 - Present

- Creation of graphics for TV Programming, News, Social Media/Web, Sports, Weather.
- Utilized AE, C4D, Redshift, Photoshop and Illustrator to create assets and content.
- Delivery of Breaking News to 18 FOX O&O Stations using templated packages.
- Strong attention to color, composition, audio, typography, transitions, and concept.

Motion Designer, Fit2Run

Full-Time to Freelance

October 2023 - August 2024

- Creation of 2D/3D Motion Design videos, assets, and templates for paid social.
- Videography of On Running, Hoka, Asics, Brooks, Diadora, Nike, and more.
- Creation of Ads, Banners, GIFs, and other media for E Commerce.
- Monitoring and creation of content for Youtube, Facebook, Instagram, and Tiktok.

3D Generalist, Deep Sky

Internship

June 2022 - August 2022

- Animation, design, texturing, lighting, modeling using C4D and Redshift.
- Cleaned up and separated geometry in CAD models.
- Blocked out scenes for animatics, and animated camera moves.
- Built a realistic 3D environment using Kitbashed assets and created models.

ACHIEVEMENTS

2024: The Motion Awards: Nominee for "Programmed Emotion."

2023: Rookie Awards: Draft Selection for "Programmed Emotion."

2023: Ligature Show XIII's MD Winner for "Levitate."

2022: Gold Student Addy award for "2022 Demo Reel."

2021: Rookie Awards: Draft Selection for "ISIDORA."

SOFTWARE

After Effects: Video Editing, 2D Animation, Template Creation, Compositing, AOV rebuild.

C4D: Animation, Design, Texturing, Modeling.

Redshift: Texturing, Lighting, AOV passes.

Octane: Texturing, Lighting.

Houdini: FLIP/Vellum/Particle/Volume/RBD Sims.

Nuke: Point/Corner Pin Tracking, 3D Tracking, Keying, Roto, CC, AOV rebuild.