

NEMO TISON

Education & Awards

University of Wisconsin – Stout 2023 – Present – Professional Development

- Received certification in Mental Health First Aid training.

Savannah College of Art and Design - Atlanta, GA - 2014-2016 – Major: BFA Fine Arts Animation

- Graduated with a bachelor's degree in Animation in 2016 while interning at Pixel Farm.
- Digitally painted works exhibited in campus-wide *Drawing Works* Exhibition.
- Awarded multiple academic scholarships for artistic excellence.
- Traditional works featured in *Beyond the Dot* traveling exhibition.
- Received Tutelage from numerous former Disney and Warner Bros. animators.

University of Northwestern - St. Paul, MN - 2011-2013 – Major: BS Digital Media Arts

- Awarded multiple academic scholarships; listed on Dean's List.
- Designed colored illustrative and layout concepts for the remodeling of Nazareth Hall.
- Twice semi-finalist for international *L. Ron Hubbard Illustrators of the Future* competition.
- Student work featured in UNWSP gallery and published in the *Inkstone*.
- Inducted into Lambda Pi Eta Xi Xi chapter, National Communication Association Honor Society.

Baldwin-Woodville High School - Baldwin, WI - 2007-2011

- *Wisconsin Art Association Visual Arts Classic* - 1st place awarded in Painting at state competition.
- Designed the published school planners, buttons, and t-shirts for school events.
- Voted "Most Creative" by class of 2011; graduated with honors.
- Teacher's Assistant for two years for English-related classes.

Summary of Qualifications

Motivated multi-disciplinary artist skilled in 2D animation and passionate towards engaging storytelling. Qualifications include 12+ years of learning every aspect of 2D animation and implementing said skills in self-produced creations, from single-client productions to studio works, from viral videos to broadcast spots. Flourishes in group discussion and engaging problem solving. Finds joy in growing and brainstorming with others.

Relevant Software

Over a decade of in-depth experience with the following programs: Adobe Photoshop, Adobe After Effects, Adobe Animate, Adobe Audition, ToonBoom Harmony, TVPaint Developpement, Clip Studio, Autodesk Maya, Pixologic ZBrush. Intermediate experience with Blender and Unity. Currently learning Rive. Enjoys staying up-to-date on various plug-ins and new school methods.