

NEMO TISON

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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. Skills include: 2D & 3D Animation, Motion Graphics, Graphic Design, Character Design, Illustration, Filmography, UGC & Socials, Directing, Lecturing, & Drawing.

2D Animation Related Experience

Freelance Animator (2018 – Present)

- Created self-produced interstitials for the SYFY, WWE, USA channels, and others on Tongal.
- Produced commercial and internal content for brands like Under Armor and 21st Century Fox.
- Captured and edited video, audio, and motion graphics for non-profit curriculum via E5I.
- Created commissioned music video content for Cafuné, Elsa y Elmar, and other artists.
- Collaborated with The CRUX.TV Studio and Lofi Studios for bespoke 2D animation.
- Has currently amassed works viewed online 88.8 million times and liked 1.6 million times.

Lecturer of Time-Based Media – University of Wisconsin (2022 – Present)

- Adhered to university guidelines while prioritizing modern career building approaches.
- Grew seasoned and adaptable in public speaking skills and group leadership.
- Sought individualized growth methods, relying on case-to-case skill level.
- Worked across all four VARK learning styles, valued ADA compliance, equality, and inclusion.
- Lectured over 250 students across three courses: DES118, DES176, and DES205.
- Received certification in Mental Health First Aid. Assists with technical issues.

Lead Animator – Lofi Studios (2022 – 2025)

- 2D animated over twenty music promotional projects, both long-form and short-form.
- Designed character model sheets, assisted other animators with keeping on-model.
- Sourced and hired teams of experienced 2D animators.
- Lead teams for 2D animated interactive projects while assisting with keys and layout.

Associate Animator – Pixel Farm Creative Studio (2016 – 2017)

- Storyboarded animatics as guides for live action shoots and VR experiences.
- Animated character-driven logos with hand drawn 2D animation.
- Assisted with creative direction and exercised excellent technical troubleshooting.
- Worked through agencies for clients such as Target, General Mills and Marvel Studios.
- Designed characters for multiple commercial and virtual reality creations.

Relevant Software

Seasoned: Adobe Suite, ToonBoom Harmony, TVPaint Developpement, Clip Studio, Autodesk Maya, Pixologic ZBrush. Learning: Blender, Unity, & Rive. Enjoys learning plug-ins and new school methods.