COLETON PALMER

Storyboard Artist & Visual Development

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EDUCATION

- ArtCenter College of Design, BFA Illustration / Entertainment
- California State University Long Beach, BFA

WORK EXPERIENCE

TEACHER'S ASSISTANT / PERSPECTIVE AND CHARACTER DESIGN CLASSES (ArtCenter College of Design)
JANUARY 2021- APRIL 2021 / SEPTEMBER 2021-PRESENT, Pasadena CA
- Assist with student critiques by elaborating on successes and offering constructive criticism when appropriate
- Teach the fundamentals of character design such as line of action, contrast, character structure, and expression to create dynamic character designs
- Teach the fundamentals of perspective such as horizon line, vanishing points, diminution, and scale to create believable and interesting environments populated with people and props.
- Edit recorded class sessions using PremierePro

FREELANCE ILLUSTRATOR
MAY 2014 - PRESENT, Long Beach CA
- Create original artwork for clients by communicating through ideation, revisions, and final design process
- Create work in a range of styles and intended purposes (book covers, matte paintings, character designs, environment designs, t-shirt graphics)

PALMER DESIGNS / PRODUCTION ASSISTANT
MAY 2009 - JANUARY 2018, Long Beach CA
- Retouched and manipulated photos in Photoshop to composite new images to the specifications of the client
- Created images that were of a publishable quality for magazines or online publications

VIDEO GAME DEVELOPMENT ASSOCIATION (VGDA) / SUB ART LEAD
JANUARY 2015 - JANUARY 2017, Long Beach CA
- Created Concept art and finished in-game assets for a variety of different settings and visual styles
- Worked with a lbvarge team of developers of many disciplines (programmers, writers, gameplay designers, audio designers) to create a functional and entertaining game within a limited development time of 3 months
- Collaborated with design leads to coordinate development process and ensure deadlines were met

ART EXCHANGE / TEACHING INTERN
JUNE 2014 - AUGUST 2015, Long Beach CA
- Taught the fundamentals of visual art to classes of 25-30 students
- Created lesson plans appropriate to age groups (5-8, 9-13)
- Lead class lessons that focused on sequential imagery and storyboarding

SKILLS

Software: Photoshop, PremierePro, StoryboardPro, After Effects
Design: Drawing, Painting, Character Design, Environment Design, Storyboarding, Perspective.