JAMIE KLEEKAMP

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EXPERIENCE

Graphic Designer, Armistice Brewery Company / 2020 - Present
- Conceptualize full bleed illustrations, surrounding a cylinder surface.
- Maintain Armistice branding with all products & concepts.
- Mock up rough layouts using 3D models in Adobe Dimensions.

Character Designer, Liquid Development / 2021-2022
Unannounced Mobile Game
- Developed humanoid and anthropomorphic characters for playable options.
- Designed wardrobe and armor accessories for character classes.
- Depicted Character Turn Arounds and Isometric views for overseas vendor.
- Emulate Simon Roy's Cross Hatch, Comic book style.

Post Production Coordinator, Bento Box / 2020-2021
"The Great North" S01
- Overall: assemble technical notes and creative assets for overseas delivery using Aspera Faspex.
- Reviewing both oversea deliveries andHarmony files for technical errors.
- Call out potential design requests during rewrites and redline revisions.
- Reviewed lip assignments to confirm the correct mouth chart is followed.
- **Documented creative changes and monitored the evolution of the episode.**
- **Revised meeting notes for in-house animation.**

Concept Artist, Fogbank Entertainment / 2018-2020
"StoryScape" Mobile App
- Created characters, props, and environments for different show titles and IPs featured on the narrative mobile app, STORYSCAPE.
- Assembled model sheet packages for outsourcing.
- Executed the visual goals of the Art Director and Producer through collaboration.
- Resolved design questions for animation.
- Pulled photo reference for design kick-off.
- Prioritize assets from multiple titles at once.

Project Manager, Deluxe Entertainment / 2018-2019
Twenty-Four Hour Post Production Facility
- Facilitated DCP assets through each department of post-production.
- Outlined project plans, objectives, deliveries, and timelines.
- Scheduled Quality Check Screenings with Studio Account Executive.
- Established clear paper trails via Slack, Skype, Email, Kraken.
- Supervised Digital cinema production during over night hours & weekend shifts.
- Daily contact with over 20 unique departments, studio support teams, and internal facilities.

SOFTWARE

- Adobe Creative Suite
- Shot Grid
- Google Suite
- Aspera Faspex
- Storyboard Pro
- Toonboom Harmony