

# Justin Bradly Martin

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## EXPERIENCE

Feb.'12 - Present      **WALT DISNEY ANIMATION**      Los Angeles, CA

- *Background Designer & Painter* on "Disney Mickey Mouse Shorts", winner of the 2013 & 2014 Outstanding Short Format Animated Program Emmys

Mar '14 - May '14      **CARTOON NETWORK STUDIOS**      Los Angeles, CA

- *Freelance Background Designer* for "Steven Universe"

Jan.'12 - Present      **WARNER BROS. ANIMATION**      Los Angeles, CA

- *Freelance Background Designer & Painter* for Cartoon Network DC Nation shorts

Aug.'11 - Dec.'11      **ODDBOT ANIMATION**      Los Angeles, CA

- *Storyboard Artist & Background/Layout Designer* on feature-length animatic of "Touching Blue" in conjunction with Amazon Studios

June'11 - Sept.'11      **THE JIM HENSON COMPANY**      Los Angeles, CA

- *Concept Designer* on the "Sid the Science Kid" feature film and various other projects

Jan.'10 - Aug.'11      **WARNER BROS. ANIMATION**      Los Angeles, CA

- *Background Painter* on "The Looney Tunes Show" Season 1

Jan.'09 - Present      **FREELANCE ILLUSTRATOR**      Los Angeles, CA

- *Lead Designer* for cartoon in early preproduction called "The Significant Otters"; *Illustrator* for new Graphic Novel with Red Tiger Productions

Dec. '07 - Dec.'10      **HULU, LLC**      Los Angeles, CA

- *Design Consultant* for special projects and recurring illustrated elements

Dec.'07 - Jan.'09      **ODDBOT ANIMATION**      Los Angeles, CA

- *Background, Layout, Prop & Concept Designer* for "Maryoku Yummy" on The Hub Network; *Lead Designer* for Halloween-based short, and *Designer* for several spots on PBS' Sprout Network and the Disney Channel

Mar. - Nov.'07      **FLUID ANIMATION**      San Francisco, CA

- *Character, Concept, & Background Designer* for Cartoon Network's Adult Swim program "Lucy, the Daughter of the Devil" and several proposed productions for PBS

Skills:      Visual Development, Background/Layout Design, 2-D and 3-D Character Design and Animation, Storyboarding, Life Drawing, Painting and Illustration

Software:      Photoshop, Illustrator, Flash, Maya, Mirage, Premiere, After-Effects, Flipbook, Sketch-Up, Cool Edit, Microsoft Office

## EDUCATION

2003-2006      **ACADEMY of ART UNIVERSITY**      San Francisco, CA

*Master of Fine Arts* December 2006

- Graduate from the School of Animation and Visual Effects

1996-2000      **MIDDLEBURY COLLEGE**      Middlebury, VT

*Bachelor of Arts* May 2000

- Major in Theatre highlighting Stage & Lighting Design, Minor in Studio Art

## ADDITIONAL

Member:      The Animation Guild, I.A.T.S.E. Local 839; ASIFA Hollywood