

Ryan Griffin
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(248)974-2277
graphic, motion & sound design / direction

EDUCATION:

Cranbrook Academy of Art, Master of Fine Arts (2005 - 2007) (2D Design Department)
College for Creative Studies, Bachelor of Fine Arts (1995 - 2000) (Digital Animation & Video Department)

EXHIBITIONS, COLLECTIONS & PUBLICATIONS:

Graduate Degree Show (2007 Cranbrook Art Museum)
Cranbrook Open Studio (2007 Graduate Book)
Month of Silence (2007 Cranbrook Forum Gallery)
"Street Capitalism" poster, part of the Gilbert Silverman art collection (2007)
Big Mouth Strikes Again (2006 Cranbrook Forum Gallery)
Cranbrook Video Festival (2006)
Cranbrook 2d department self produced zine "The People Say" featured in: "Output 09" (student graphic design publication 2006) www.inputoutput.de
Video presentation at Teach Me Stories (Venice Italy 2005) www.teachme.it

ABOUT:

GRAPHIC: MFA - Cranbrook Academy of Art (2D Design Department)
Roles: Creative Director, Art Director, Graphic Designer, Assistant Professor, Problem Solver & Artist
Graphic Specialties: logo design, preproduction for animation, pitch work, ideas, graphic design history, branding, teaching, metaphor & perspective, analog / digital thought process, unique approach to complex problems

I know the media design process for projects big & small, from branding a startup, to large-scale retail experience design. My graphic understanding, critical process & working methods have significant influence on my other areas of focus in different ways. Each day I build off the previous & this process leads me to tomorrow. It is constantly active.

MOTION: BFA - College for Creative Studies (Digital Animation & Video Department)
Roles: Motion Designer, Animator, Editor, Title Designer & Special Effects
Motion Specialties: visual narratives, kinetic typography, art direction for motion, particle systems, large-scale video wall content production, pre-visualization & media aptitude

I make things that move. I shoot & edit film & video & can animate in 2D or 3D, in a multitude of contexts & specialties.

SOUND: Self-taught with considerable help from my friends & peers.
Roles: Sound Designer & Musician
Sound Specialties: sound FX, music, scoring, synthesis, music history & effects

I became a sound designer by need, it evolved into a passion for experimental music, synthesis & sampling. It later grew into a more well rounded understanding of music and musical composition. I design sound, provide sound effects and soundscapes for use in commercials & film. I have made music under different aliases and focuses for myself, record labels & commercial clients.

EXPERIENCE:

MK12 (<http://www.mk12.com/MKXII/>)
Year: 2015 - ongoing
Role: sound designer working on various in-house productions, including the film titled "Man of Action! II | Ashes of Vengeance" & the School Of Motion Intro Film for the "Kickstarter" course

VMGstudio520 (<http://vmgstudio520.com>)
Year: 2016
Role: independent art director & motion designer for a Microsoft production

Pixelfire (<http://www.pixelfire.net>)
Year: 2016
Role: independent art director & motion designer working with Microsoft on a video wall

Quanta Magazine (<https://www.quantamagazine.org>)
Year: 2015 - 2016
Role: art director & lead motion designer working on David Kaplan's InTheory video series (3 - 7)

MK12 (<http://mk12.com/MKXII/>)
Year: 2015
Role: motion designer/ animator working on David Kaplan's InTheory Video Series (1 & 2)

Division Q (<http://divisionq.media>)

Year: 2015 - Ongoing

Role: cofounder & creative lead

Sierra Quitiquit / KGB Productions

Location: Park City, Utah / Jackson, Wyoming

Year: 2015

Role: composed animations and the main title sequence for the film "How Did I Get Here?"

JEH Productions

Location: San Antonio, Texas

Year: 2015

Role: motion design

Synect Media / The Hive Central (<http://www.synectmedia.com>)

Location: Bellevue, Washington

Year: December 2011 - January 2015

Clients: Microsoft, Gensler, Honda & Brocade Communications Systems

Role: a creative director & senior designer working in a variety of capacities including ideas, innovation, insight, direction, graphic design, motion design, sound design, production & delivery

Commonwealth/McCann (<http://mccann-detroit.com>)

Location: Detroit, Michigan

Year: 2014

Role: animated their digital holiday card

Commonground (<http://www.discovercg.com>)

Location: Chicago, Illinois

Year: 2014

Client: Primaloft & Illinois State Lottery

Role: provided a series of soundtracks for use in animations, soundtrack for the Primaloft animated logo & animated a spot and logo for the Illinois State Lottery

Pixelfire (<http://www.pixelfire.net>)

Location: Renton, Washington

Year: 2013

Client: Dallas Symphony Orchestra

Role: art director & motion designer

The Mill (<http://www.themill.com>)

Location: New York, NY

Year: 2011

Client: confidential

Role: graphic & motion design

Brunner Advertising (<http://brunnerworks.com>)

Location: Pittsburgh, PA

Year: 2011

Client: AquaFresh

Role: motion designer

The Ebeling Group (<http://www.thebelinggroup.com>)

Location: Los Angeles, California

Year: 2011

Client: SyFy

Role: art direction

Digitas (<http://www.digitas.com>)

Location: Detroit, Michigan

Year: 2010

Client: General Motors

Role: freelance motion designer & freelance art director

Description: helped out on pitch work, web design, banners, home pages, web layout & design

Helios Interactive (<http://www.heliosinteractive.com>)

Location: San Francisco, California

Year: 2009

Client: INTEL

Role: sound design

Description: composed and arranged various sound elements for use in an INTEL augmented reality project/installation

College for Creative Studies (<http://www.collegeforcreativestudies.edu>)

Location: Detroit, Michigan

Years: 2008 - 2010

Role: Assistant Professor - Advertising Design Dept. & Adjunct Professor in the Animation Dept.

Description: facilitated the design, creation and implementation of a digital curriculum in the Advertising Design department (2008-2010) (work from the 2 years I taught, went on to win D-show awards, Addy Awards & One Show awards/recognition)

Prologue Films (<http://www.prologue.com>)

Location: Venice, California

Year: 2008

Role: freelance designer

Description: assisted in the brand creation for Blind Wink Productions

Organic (<http://www.organic.com>)

Location: New York City, New York, San Francisco, California & Detroit, Michigan

Years: 2007 - 2008

Clients: Organic, Dodge, Jeep, Bank of America

Role: motion designer

MK12 (2007) (<http://www.mk12.com>)

Location: Kansas City, Missouri

Year: 2007

Client: Budweiser

Role: tactical design and research

Vectorform (<http://www.vectorform.com>)

Location: Royal Oak, Michigan

Years: 2005 - 2007

Clients: Microsoft, 3dimensional services, Daimler Chrysler

Role: independent graphic, motion & sound design

Clear Magazine (<http://clearmag.com>)

Location: Royal Oak, Michigan

Years: 2005 - 2006

Clients: Clear Magazine, Clear Works, Mariella Burani

Role: graphic & motion design

Octane Design (<http://www.octanedesign.com>)

Location: Detroit/Royal Oak, Michigan

Years: 2001 - 2003

Clients: Hemmingway +a/studios, John Deer, DMCVB (Visit Detroit Magazine), Lawrence Tech University

Role: web, graphic, motion & sound design

Video Design Inc., Visual Concepts & O2 Creative Services aka (Dark Spark Media)

Location: Troy Michigan

Years: 2000 - 2001

Clients: GM, BF Goodrich, Jaguar, Mazda, Ford Motor Company

Role: graphic and motion designer working with large format video projections & auto show presentations