



Ryan Griffin • Graphic, Motion & Sound Design / Direction • <http://www.ryangriffin.media> • (248) 974-2277

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)

ABOUT:

GRAPHIC:

MFA - Cranbrook Academy of Art (2D Design Department) (<https://cranbrookart.edu>)
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) (<https://www.collegeforcreativestudies.edu>)
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:

Doclife Films
Location: Woodside, California
Year: 2018
Role: Art Direction, Animation & Motion Graphic Design in the film / documentary "Chasing Einstein"

Cipher Collective (<http://www.ciphercollective.com>)
Location: Portland, Oregon
Year: 2017 – ongoing
Role: Art Direction, sound design, graphic design & motion design

Icon/Incar (<http://www.iconincar.com>)
Location: Dearborn, Michigan
Year: 2017
Role: Senior UI motion designer

MK12 (<http://www.mk12.com/MKXII/>)
Location: Kansas City, Missouri
Year: 2015 – ongoing
Role: Sound designer working various in-house productions, including the film titled "Man of Action! II | Ashes of Vengeance"

VMGstudio520 (<http://vmgstudio520.com>)
Location: Seattle, Washington
Year: 2016
Role: freelance art director & motion designer for a Microsoft production



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

Location: Renton, Washington

Year: 2016

Role: freelance art director & motion designer working with Microsoft on a video wall

Quanta Magazine (<https://www.quantamagazine.org>)

Location: New York, New York

Year: 2015 - 2016

Role: art director & lead motion designer working on David Kaplan's InTheory video series (3 - 7)

MK12 (<http://mk12.com/MKXII/>)

Location: Kansas City, Missouri

Year: 2015

Role: motion designer/ animator working on David Kaplan's InTheory Video Series (1 & 2)

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

Location: North America

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 (<http://jehproductions.com>)

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: 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



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The Ebeling Group (<http://www.theebelingroup.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: Dodge, Jeep, Bank of America

Role: motion designer