



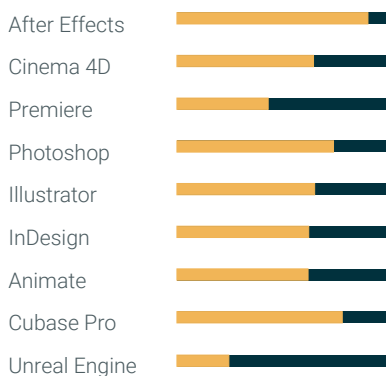
# JIRO IETAKA

ART DIRECTION | ANIMATION

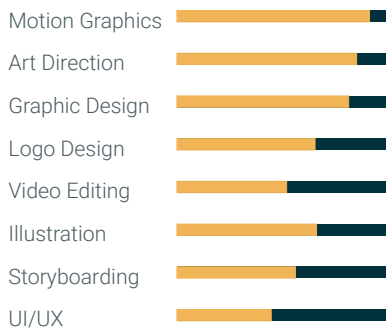


Experienced art director and motion graphics designer with a diverse background in animation and game development bringing a unique perspective to every project. Insatiable hunger to learn, an equal balance of methodical left brain and imaginative right brain thinking, and a passion for creating smart, dynamic, and lustrous art. Proven track record of producing high-quality, award-winning productions. Innovative approaches to problem solving and storytelling that engage and inspire.

## SOFTWARE



## SKILLS



## HOBBIES



Songwriting



Drumming



Table Tennis

## EDUCATION

### Syracuse University

BFA in computer graphics & illustration  
Three-time Dean's List honoree

## EXPERIENCE

### Freelance Motion Designer

4/24 - present

Work with diverse clients to create dynamic motion design projects, blending creativity with technical expertise to deliver visually engaging animations and video content.

### Director, Design Animation @ MotorTrend

4/14 - 4/24

Lead designer/animator of broadcast graphics for MT's original shows. Built templates for complex, data-driven graphics using AE expressions. Designed logos and established branding for dozens of new shows. Created MOGRTs, enabling video editors to modify graphics themselves.

### Creative Director @ Hallmark eCards, LA

5/13 - 2/14

Led the art department migration of the eCards division from KC to LA. Recruited and managed a team of 15 talented artists and animators. Art directed over 30 high quality eCards by artists on and off site.

### Lead Designer @ Disney Interactive, LA

9/09 - 3/13

Played a major creative role in the development of 4 kids' virtual worlds. Designed and animated hundreds of MMO game assets. Art directed several external vendors responsible for creating minigames. Designed patent-winning UI solutions for games and activities.

### Art Director @ Large Animal Games, NY

3/06 - 8/09

Designed, illustrated & animated over a dozen casual and social games. Assisted with project management, game design and sound design. Managed and mentored junior thru lead artists on multiple projects. Practiced Agile Methodology.

### Sr Game Developer @ Warner Bros, LA

2/03 - 1/06

Single-handedly created over 25 games and activities for Kids' WB! Designed and coded games from scratch using Flash & ActionScript. Saved hundreds of thousands by handling game development in-house.

## AWARDS AND PATENTS

### US Patent 9,244,588 B2 | Disney Interactive

*Facilitating Group Activities In A Virtual World.* Co-developed a system of initiating activities in a virtual world and engaging other avatars.

### ProMax Gold Award | Warner Bros

Created promotional banners and original games for Kids' WB's Ooh Ooh Ahh Ahh Island! campaign.

### One Show Gold Award | Icon Medialabs

Animated and coded interactive, touch-screen kiosks for permanent installation in the Mashantucket Pequot Museum and Research Center.