

Christopher Kirkman

A Senior Motion Graphics Artist with a passion for film, animation and video games. Interested in working with people who foster creativity, encourage healthy competition and don't easily get stuck in their ways. I bring a youthful attitude but a well-honed skill set that offers dedication to any project and a resource for less experienced artists.

✉ ckirkman@alt-realities.com

☎ 818-577-3066

📍 Winnetka, CA

🌐 <https://www.linkedin.com/in/christopher-kirkman-aa43793/>

WORK EXPERIENCE

Freelance

Motion Design and 3d Modeling

Nov 2024 - Present

- Square Enix
- Addison Interactive
- Weekend Games
- TriPaw Games
- Summoner Games
- Riftweaver
- Roger LA / DC Games
- Substance Global

Unfold Agency - Culver City, CA

Senior Motion Designer

Oct 2021 - Nov 2024

- Marketing motion design, animation, visual effects and ideation
- Clients include Activision, Walt Disney Studios, Netflix, Lucasfilm, ABC Studios, Sunmaid Raisins, EA et al.
- Mentoring of junior designers and curriculum design for skill development

Visual Concepts Entertainment - Los Angeles, CA

Contract Motion Graphics Artist

Mar 2021 - Oct 2021

- In-Game Jumbotron production and design.
- Motion and visual effects design (cut scenes).
- Rotoscoping and footage touch-up.

Crown Media Family Networks - Los Angeles, CA

Contract Motion Graphics Designer

Oct 2020 - Feb 2021

- Keyables
- Lower third
- Broadcast bugs
- On-Air promotionals
- Motion Posters

The M Factor Creative - Burbank, CA

Motion Graphics Artist

Aug 2017 - Jul 2020

- Motion graphic design and animation
- Compositing and visual effects
- Rotoscoping and Color Correction
- 3D Modeling and Animation

EDUCATION

Platt College - San Diego, CA

Associate in Design and Animation - 3.8 GPA

Jun 1999

PROJECT

SKILLS

- Adobe After Effects (10+ years)
- Adobe Photoshop (10+ years)
- Blender (10+ years)
- Adobe Premiere (10+ years)
- Adobe Creative Suite
- Figma
- Unreal Engine