

Tristan R. Marx

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Tristanmarx.com

To whom it may concern,

Please accept this letter of introduction as my candidature for the position of Storyboard Artist for the upcoming Smosh Project. I am very interested in working on a production as inventive and experimental as Smosh. As an animator, I understand all of the steps that go into a production and poses the necessary skills for efficient and accurate story boarding. I have experience with story boarding both independent short films, such as *Neti* (2018) and animatics. I am an individual who works well under pressure, meets deadlines on time, and has exceptional time management and multitasking skills.

I recently graduated *magna cum laude* from California State University Long Beach with a Bachelors of Fine Arts in Animation/Illustration. Through my studies at C.S.U.L.B. I have had the opportunity to experiment with my passion for traditional animation to create unique and exciting characters. In my studies I have grown proficient with different software used in the fields of digital art and am willing to learn any new software or hardware necessary for each project. I have performed at an exemplary skill level, receiving positive remarks from both my professors and peers in both my skill set as an artist and my professionalism in the classroom. Through my studies, I have developed strong skills in: Story Boarding, Character Design, Visual Development, Illustration, and Animation skills. I believe that all critiques are constructive and seek out the advice of others to ensure the quality of each piece I create.

I believe with my willingness to learn new skills and overcome any challenges makes me a perfect fit for Smosh. I am excited and optimistic to work with a staff that is innovative and constantly challenging the standards for online entertainment. I know that if given the opportunity, I will be successful at Smosh. Thank you for your consideration.

Sincerely,

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PROFESSIONAL EXPERIENCE

Freelance Illustrator

2012- Present

Working with clients to design and create Graphic Logo Designs, Murals, Character Designs, Animated Shorts, and Custom Painted Shoes & Hats.

Mural Painter

June 2012- August 2015

Seth's Games and Anime Ventura, CA
1(805) 653-5890

- Create and paint original designs of cult characters from comics, anime, games, & pop culture for store front window advertising
- Frequently update designs to follow pop culture and industry trends
- Incorporate marketing and merchandising strategies into designs to promote sales and increase store traffic.

EDUCATION

California State University Long Beach

Aug 2015-Dec 2017

Bachelor of Fine Arts in Animation/Illustration
GPA: 3.89

Animation/Illustration Background:

Software (Mac & PC): Proficient in Flash, Adobe Suite, ToonBoom, StoryBoard Pro, TVPaint, Dragonframe, Flipbook, Microsoft Office Suite, Google Suite,

Coursework consisting of but not limited to: Storyboarding, Character Design, Visual Development, Advanced Animation, Illustration, Experimental Animation, Rendering, Painting, Advanced Life Drawing, Computer Art, 3D Design, 2D Design, Sculpture

Awards: *Magna cum laude, President's Honor List: Fall 2015, Spring 2016, Fall 2016, Spring 2017, First place at CSULB for 24 hour animation competition Fall 2017*

Moorpark Community College, CA

Transferred May 2015

Major: Studio Art GPA: 3.73
Awards: *Phyllis Arnold Memorial Scholarship*

OTHER ATTRIBUTES

- Always open to constructive criticism
- Well rounded education with a high skillset in creating original ideas
- Strong desire to grow on a professional level
- Team Player with great communication skills
- Mac & PC proficient
- Quick to learn new styles and technology in the field
- Charismatic and open towards new and old acquaintances alike
- Happy and polite sense of humor

REFERENCES

- Aubry Mintz 1(949) 547-2370
Head of Animation and Professor at C.S.U.L.B.
- Everett Peck evhead1@aol.com
Creator of Duckman and Squirrel Boy
- Seth Bradley 1(805)901-5343
Owner of Seth's Games and Anime





