

Gregery J. Miller

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Objective: Versatile artist dedicated to creating high quality professional work in a collaborative deadline driven environment.

Skills:

- Professional animation, illustration & design experience
 - Mac & PC proficient
 - Flexible, patient, adaptive & supportive positive team member
 - Fluent in the Adobe Suite & industry software
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Awards and Achievements:

- Assets For Artist's International Residency at Mass MoCA. First resident ever to produce a comic in the program, 2016.
 - Stars Grant Scholarship from Massachusetts Cultural Council to teach animation and comics in Boston Public Schools, 2016.
 - Coroflot Genius Gallery Feature, 2012.
 - Special Recognition Award for Exceptional Achievement in Illustration; Massachusetts College of Art & Design, 2009.
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Related Work Experience:

Freelance Animator / Illustrator

Select Freelance Opportunities 2011- Present

Created technical illustrations with *Transistor Studios* for clients *The Wall Street Journal & Wild Turkey Whisky*. 2017 - 2018
Animation / storyboards on nuclear missile story with *Dusty Studio* for *Radiodiaris, This American Life & Radiotopia Live*. 2018
Created artwork for musicians; *Sakara, Michael Abdow, And The Traveler & Bunnies*. 2012, 2013, 2015, 2017
Animated fundraising and promotional videos for *Free Speech for People*. 2013 - 2014
Illustrated new children's comic, *Shiprock & Anchorlog*. 2013 - 2014
Illustrated & designed games, website & promotional graphics for *Gryphon Design Collective*. 2011 - 2012
Created apparel graphics for *Free Range Studios, Urban Outfitters & D-Structure*. 2011, 2012, 2014
Contributed designs to *Flow Snowboarding's* snowboard line. 2010

Isolated Labs

Artist Assistant & Fabricator 2016 - 2017. New York, NY

Planned, designed, directed, and assisted building the "I Am" Installation as a part of the *Desert X Exhibition* in Palm Springs, CA.
Provided illustrations, paintings, videos and 3-d art pieces for conferences & gallery openings
Assisted artist *Tavares Strachan* in the production and installation of mixed media artworks shown in museums and galleries.

Hitpoint Games / Disney & Microsoft

Technical Artist 2013. Amherst, MA

Designed and created original technical art assets for the mobile game, *Disney's Fairies: Hidden Treasures* for Microsoft.
Established complex game environment files.
Expertise in processing and integration of graphic design and ensuring proper format implementation.
Created conceptual artwork to be handed off to 3-d artists and engineers.

Clambake Animation / Cartoon Network's Adult Swim

Background & Props Designer 2009 - 2011. Boston, MA

Collaborated with colleagues on a demo, pilot, and 10 episode series of an original cartoon for *Cartoon Network's Adult Swim*.
Served as *Clambake's* background designer among a team of commercial artists.

Massachusetts College of Art & Design

Computer Lab Monitor and Technician 2006 - 2009

Mentored undergraduate and graduate students in animation and video tools and software.
Provided animation & video support and was responsible for multiple labs, equipment rentals, opening & closing procedures.

Conventions:

Small Press Expo, MD - 2018
Vancouver Comic Arts Festival - 2018
Baltimore Comic Con, Baltimore, MD - 2017
Heroes Convention, Charlotte, NC - 2016/17/18
WonderCon, Anaheim, CA - 2014
Boston Comic Con, Boston, MA - 2013/15/16
M.I.C.E. Cambridge, MA - 2011

Education:

Bachelor of Fine Arts: Illustration
Massachusetts College of Art and Design.
Boston, MA 2009

Galleries:

Menagerie, Artist & Curator, 67 West St. Greenpoint BK, NY - 2017
Melancholia, Always April Gallery, Baltimore, MD - 2017
Art Showcase with Jim Lawson, Northampton, MA - 2015
111 Minna Gallery, San Francisco, CA - 2013, 2014
Bottleneck Gallery, Brooklyn, NY - 2012, 2013
Pictoplasma, The Missing Link, Paris, France - 2012
Lincoln Arts Project Gallery, Halloween, Waltham, MA - 2012
Distillery Gallery, Small Works, Boston, MA - 2010, 2011
Space 242, Boston, MA - 2010
Fool's Mansion, Salem, MA - 2009, 2010
Thesis Exhibition, MassArt, Boston, MA - 2009