

Timothy Stevens-Eustace

Senior Art Director, Digital Motion

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Timothy Stevens-Eustace specializes in all things design, from retail to interactive and gaming. He has had the pleasure of working in various industries, and on accounts for the likes of Nike, The Hudson's Bay Company, and Molson Coors. He has also worked on television and web franchises, including two Canadian Video Game Award nominated projects. With a classical and computer animation background, Tim leads a life committed to visual and artistic expression.

Personal Details

Total years of experience: 14

Work Experience

Senior Art Director, Digital Motion

A Plus Creative Inc. - Toronto, ON

March 2019 to Present

- Support the Creative Director in all areas of creative development.
- Work with Project Managers/Production Managers to manage workload.
- Produce results independently and as well as collaboratively in a team environment.
- Balance multiple projects and pro-actively manage priorities effectively.
- Be involved in on-set photography and video shoots, as well as set design and all other aspects of creative roll-out.
- Understand current web/mobile standards, trends, techniques, and best practices.
- Create highly engaging complex animations for a diverse array of media, including smartphones, tablets and the web.
- Work with illustrators, designers and instructional designers to understand the project scope and objectives.
- Assist in the creation of animation storyboards.
- Prepare conceptual layouts for motion graphics projects.
- Participate in brainstorming sessions to share new design perspectives and ideas.
- Provide accurate time estimates for each part of the process.
- Assist in selecting appropriate audio, graphic and animation styles for the project.
- Encoding, converting and editing videos and adding effects/elements to enhance motion graphics.
- Support the design and illustration team with photo editing, bespoke illustration and icon design.
- Keep abreast of advancements in animation as well as new technologies and techniques, contemporary trends in production design and popular music to deliver cutting edge work.

Creative Director

Underdog Studio Ltd - Toronto, ON

2018 to 2019

- Invent new ideas for branding, advertising campaigns and marketing messages.
- Develop creative strategies and produce key visuals.
- Design assets and elements as required for all projects.
- Work directly with clients to ensure the highest level of account service.
- Analyze modern trend predictions.
- Make decisions on final copy, final art, finished TV and radio spots
- Meet with corporate heads and clients.
- Work with designers, artists, copywriters, sales teams and marketers to create a vision for products sold.
- Plan advertising, oversee the creative process and give guidance to the creative people that work under them.
- Accomplish work requirements by orienting, training, assigning, scheduling, coaching employees.
- Meet work standards by following production, productivity, quality, and customer-service standards; resolving operational problems; identifying work process improvements.
- Meet cost standards by monitoring expenses; implementing cost-saving actions.
- Develop basic presentation approaches by reviewing materials and information presented by client.
- Determine production requirements by reviewing client requirements; considering scheduling factors.
- Determine production schedule by conferring with heads of art, copy writing, and production departments; outlining basic presentation concepts; coordinating creative activities.
- Determine project content by reviewing and approving art and copy materials developed by team.
- Consistent involvement in projects from brief to client presentation, as well as following up on feedback.
- Improve quality results by studying, evaluating, and re-designing processes; recommending changes to art, copy writing, and production departments.

Senior Graphic Designer

Central Station - Toronto, ON

2015 to 2018

- Work independently and with the Art Director and Creative Director to conceptualize and help execute high level creative concepts, presentation decks & full-scale production for clients. Primarily responsible for general company graphic design.
- Core concept development in Brand Identity, Packaging and Retail POP for clients.
- Responsible for developing and writing various proposal documents.
- 3D modeling and Environment builds in 3D Max with Vray.
- Digital concept development and art direction working in conjunction with key Central Station team members.
- Download and organize information received through site inspections.
- Colour correction, photo manipulation & compositing in Photoshop.
- Ensure all client requests are met in a timely and service-oriented manner.
- Participate in both client and internal meetings.
- Remain current on all areas of design and marketing trends and other areas affecting client businesses.
- Proof materials at all stages of development/production.
- Complete reports and daily time tracking and fulfill other tasks.
- Keep up to date on new software and hardware technology.
- Ensure all deadlines are met. Ensure clients objectives are met.

- Create and execute video and animated content for both clients and internal purposes including, but not limited to videos for social media, award submissions, internal presentations, etc.

Art Director/Creative Lead

Yellow Bear Studios - Toronto, ON

2012 to 2015

- Establish and design, look, and context of art for all mobile, transmedia, and websites.
- Primarily responsible for general company graphic design.
- Execute designs for mobile, multimedia, web and print projects.
- Responsible for developing and writing various proposal documents.
- Evaluate all hired art department staff and interns.
- Aid in the creation of interactive game concepts and execution.

Creative Director/Lead Artist

March Entertainment - Toronto, ON

2010 to 2012

- Establish and create nature, look, and context of designs for all mobile, multimedia, and web games.
- Primarily responsible for general company graphic design.
- Execute designs for mobile, multimedia, web and print projects.
- Responsible for hiring, supervising, and delegating tasks to game division's 2D and 3D art teams.
- Evaluate all hired art department staff and interns.
- Estimate and implemented project art design schedules and estimates.
- Aid in the creation of interactive game concepts and execution.
- Responsible for set-up, maintenance, and operation of motion capture system.
- Responsible for personally training, as well as creating training documents for operating motion capture system and clean-up of the resulting data.
- Aid in the creation of interactive game concepts and execution.

Flash Designer/Animator

March Entertainment - Toronto, ON

2009 to 2010

- Built dynamic Flash characters and assets for gaming properties.
- Animated characters and effects.
- Highly motivated; worked within compressed deadlines with minimal to no supervision.
- Finalist in Canadian Video Game Awards (Best Social/Casual Game).

Flash FX Artist

March Entertainment - Toronto, ON

2008 to 2009

- Created and executed custom visual effects for animated films.
- Worked closely with production teams to solve camera, effects and continuity errors.
- Supervised shot management and distribution for After Effects department.
- Created and executed custom effects for a 26-episode animated show.
- Corrected animation in post-production.

Education

Diploma in Animation

Max the Mutt Animation School

Diploma in Art

Max the Mutt Animation School

Skills

- Photoshop (10+ years)
- Flash (Animate CC) (10+ years)
- After Effects (8 years)
- C4D + Redshift (5 years)
- Maya (3 years)
- 3Ds Max + V-Ray (3 years)
- InDesign (5 years)
- Illustrator (8 years)
- Motion Builder (2 years)
- Motion Graphics (9 years)
- Opti-Track Arena (2 years)
- Animation (10+ years)
- Graphic Design (10+ years)
- Adobe Creative Suite (10+ years)
- Adobe Premiere (10+ years)
- Video Production (10+ years)
- 3D Animation (8 years)
- Illustration (10+ years)
- Web Design (6 years)
- Video Editing (8 years)

Languages

- English - Advanced

Links

<http://www.linkedin.com/in/tseustace/>

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Additional Information

Platforms: PC and Mac.