

NATHAN HEIGERT

ARTIST • ANIMATOR • ILLUSTRATOR

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SELECTED WORK EXPERIENCE

MEKANISM *Freelance Storyboard Artist & Illustrator* – San Francisco **March 2010—Present**
Created storyboards and illustrations for advertisements for clients including Pepsi, Charles Schwab, The North Face, and Golden Grahams. Winner of the Bronze Lion at the 2010 Cannes Lions Ad Festival. Worked with graphite, Photoshop, and AfterEffects.

BEYOND *Freelance Animator & Graphic Designer* – San Francisco **Aug. 2013—Present**
Animated and designed web content for various clients, including Google, YouTube, Facebook, and LifeLock. Worked in Photoshop, Illustrator and AfterEffects.

KINESIS STUDIO (formerly Snibbe Interactive) *Freelance Artist* – San Francisco **Feb. 2011—Present**
Created assets used in interactive exhibits, including Avatar: The Exhibition, designed and animated visuals for Björk's Biophilia. Won multiple Communicator Awards. Worked with the Creative Suite and Cinema4D.

TELLTALE GAMES *Contract Cinematic Artist* – San Rafael, CA **Sept.—Dec. 2013**
Created storyboards, choreographed character animation, and established pacing and cinematography using the company's proprietary software for the video game The Walking Dead: Season Two.

MAKE VISUAL *Freelance Animator* – Minneapolis, MN **July—Aug. 2013**
Animated in Photoshop for a spot for Angry Birds: Star Wars. Created both rough passes and clean-up art.

ORANGE DESIGN *Animator & Illustrator* – San Francisco **Oct.—Dec. 2010**
Illustrated and animated artwork for iPad storybooks, including Clifford the Big Red Dog and The Magic School Bus. Worked in Flash and Photoshop.

TELLME (Microsoft) *Storyboard Artist & Illustrator* – Mountain View, CA **April—Aug. 2010**
Created visual interpretations, graphics, and storyboards to communicate the versatility of voice-recognition technology for this Microsoft subsidiary. Worked by hand and in Photoshop.

PUBLICATIONS INTERNATIONAL, LTD. *Assistant Art Director* – Chicago, IL **Sept. 2007—Sept. 2008**
Art directed electronic sound books for children. Worked in Photoshop, Illustrator, InDesign, and Quark.

SELECTED PROJECTS

THE WALKING DEAD: SEASON TWO, EPISODE ONE *Cinematic Artist* – Video Game **2013**

SHADE: A GRAPHIC NOVEL *Writer & Illustrator* – Comic Book Series **© 2008-2013**

BJÖRK'S BIOPHILIA *Animator & Illustrator* – Music App **2011**

THE MAGIC SCHOOL BUS: OCEANS *Animator & Illustrator* – Storybook App **2010**

GO, CLIFFORD, GO! *Animator & Illustrator* – Storybook App **2010**

EDUCATION

WASHINGTON UNIVERSITY IN ST. LOUIS – St. Louis, MO **August 2003—May 2007**

Bachelor of Fine Arts, '07. Major in Visual Communications: Illustration.