



# JULES PREMUS

ARTIST & EDUCATOR • PORTFOLIO



iguanadonis



julesiguana@gmail.com



860.307.8720

## PANELS

HOST / PRESENTER  
2023 OWL FILM  
FESTIVAL @ KSU

INCLUSION IN  
ANIMATION  
FAST FILM FESTIVAL  
2020 @ GEORGIA TECH

REVIEWER  
ASIFAC VIRTUAL  
ANIMATION FESTIVAL  
2020

S3R3 REVIEWER  
SIGGRAPH 2020

ALUMNI VOICES PANEL  
SCAD ANIMATION  
FEST 2019

CHARACTER DESIGN  
WORKSHOP HOST  
ASIFA-SOUTH MIXER  
2019

## PROGRAMS

Adobe Photoshop  
Adobe InDesign  
Adobe Illustrator  
Adobe Premiere  
Clip Studio Paint Pro  
Apple Procreate  
Microsoft Office Suite  
Google Suite  
ToonBoom Harmony  
Storyboard Pro

## PROFESSIONAL STATEMENT

Dedicated concept artist and college professor with over 6 years of experience in the animation industry, having worked on high-profile projects for Marvel, Sony, Bento Box, and Netflix. Strong communicator and educator with a proven track record of fostering dynamic learning environments that lead to real-world success. Skilled in character design, writing, and art direction, with a passion for diverse representation and historical narratives. Utilizes gothic shape language and vibrant colors to create striking visuals.

## CORE QUALIFICATIONS

- Art Direction
- Passion for Diverse Talent
- Strong Communication Skills
- Understanding of Fantasy Art
- Brainstorming Sessions
- Reviewing Print-Ready Files
- Quality Control and Organization
- Strong Creative Vision
- Attention to Detail
- Character & Prop Design
- Illustration & Concept Art
- Comics & Sequential Art
- Graphic Design
- Adobe Creative Suite
- Google Suite & Microsoft Suite
- Clip Studio Paint Pro
- Toon Boom Harmony
- Storyboard Pro

## EDUCATION

**MASTER OF ARTS - SEQUENTIAL ART**  
SAVANNAH COLLEGE OF ART AND DESIGN (SCAD) / 2016 - 2018


**BACHELOR OF ARTS - ENGLISH (CREATIVE WRITING)**  
FRANCISCAN UNIVERSITY / 2013 - 2016

## WORK EXPERIENCE

**INSTRUCTOR OF DIGITAL ANIMATION & ILLUSTRATION**  
**KENNESAW STATE UNIVERSITY**

JANUARY 2022 - PRESENT / KENNESAW, GA

- Designed and delivered engaging syllabi and lesson plans for 3-4 classes of 20 students each per semester, including Concept Art, Character Design, History of Illustration, Digital Animation Production, Senior Reel, and Studio courses.
- Taught both synchronous in-person classes and asynchronous online modalities. Pioneered the development of Concept Art 1 & 2 and History of Illustration for online modality, enhancing accessibility for remote students and enabling accelerated graduation timelines.
- Created and launched a specialized Summer Arts Intensive course in Creature Design. Led a clay maquette building demo.
- Cultivated a dynamic and inclusive classroom environment that supported student growth, confidence, and creativity.
- Co-hosted the KSU Owl Film Festival, fostering community engagement and promoting student work within the industry.

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## PROFESSIONAL REFERENCES

**JENNA ZONA**  
SCAD FACULTY  
201-835-7022  
jzona@scad.edu

**KATE SHERRON**  
SCAD FACULTY  
314-973-7982  
ksherron@scad.edu

**RASHAD DOUCET**  
SCAD FACULTY  
rdoucet@scad.edu

**CHRIS MALONE**  
KSU FACULTY  
703-801-3032  
cmalon19@kennesaw.edu

**ELLE DIEAL**  
SONY PRODUCTION  
COORDINATOR  
856-630-6777  
edieal@spanimation.com

**AMY TAYLOR**  
BENTO BOX  
PRODUCTION  
COORDINATOR  
770-845-3310  
amy.taylor@bentoatl.com

**LISA FERRELL**  
PRODUCTION  
COORDINATOR  
678-895-5790  
lisa@lisaferrellproductions.com

**LAUREN BROWN**  
WoTC ART DIRECTOR  
609-424-6237  
labillustration@gmail.com

## WORK EXPERIENCE (CONTINUED)

### LEAD CHARACTER DESIGNER SONY PICTURES ANIMATION

MARCH 2021 - DECEMBER 2022 / REMOTE FOR L.A.

- Designed featured characters, expressions, turnarounds, and action poses for *Young Love*, the animated series on HBO Max based on the Oscar-winning short film *Hair Love*.
- Provided critical feedback and draw-overs for other designers, fostering a collaborative team culture and ensuring design consistency across the project. Held meetings remotely with studios in multiple timezones.
- Delivered high-quality character layouts and specialized shots, ensuring designs were animation-ready and aligned with the series' artistic vision.

### CHARACTER AND PROP DESIGNER BENTO BOX ENTERTAINMENT

DECEMBER 2020 - MARCH 2022 / ATLANTA, GA

- Designed characters, expressions, turnarounds, mouth charts, action poses, costumes, vehicles, and props for Seriously Digital's *Best Fiends* short films.
- Helped build community with the team. Collaborated with international coworkers in different timezones.

### SEQUENTIAL ART ALUMNI MENTOR SCAD SAVANNAH

OCTOBER 2020 - MAY 2021 / ATLANTA, GA

- Provided mentorship to a group of 12 students from SCAD's Sequential Art program, delivering personalized guidance on character design, concept art, and professional portfolio development.
- Designed and led workshops on industry-standard techniques, equipping students with the skills and confidence to pursue careers in animation and design.
- Conducted portfolio reviews and virtual classroom visits, supporting students' professional growth while advocating for inclusive practices and diverse voices in the industry.
- Collaborated with faculty members to monitor and support student progress, ensuring alignment between academic goals and career outcomes.

### CHARACTER DESIGNER & LAYOUT ARTIST MARVEL STUDIOS / FLOYD COUNTY PRODUCTIONS


JULY 2019 - JANUARY 2021 / ATLANTA, GA

- Designed a wide range of characters, props, expressions, turnarounds, mouth charts, tattoos, and action poses for Marvel's *Hit-Monkey*.
- Worked closely with directors and animators to create detailed crowd shot layouts and ensure seamless integration into the animation pipeline.
- Designed animals and creatures, with a focus on macaques for layout.

### COMIC ARTIST & GRAPHIC DESIGNER NETFLIX / SCHOOL OF HUMANS

SEPTEMBER 2018 - JULY 2019 / ATLANTA, GA

- Designed, illustrated, and colored a three-page comic in a vintage 1930s art style for *The Liberator* series on Netflix, featured in several close-up shots of the main character reading.
- Created texture designs for helmets and other assets, ensuring they matched the show's distinctive Trioscope style while maintaining historical accuracy.
- Developed dynamic pitch materials, graphics, and presentation assets for additional series, helping to secure project buy-ins from major stakeholders.

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## ART SESSIONS

### ARTIST MENTORSHIP SPRING 2026

Led 8-week individualized mentorships for 12 artists to develop their professional portfolios through custom-tailored projects.

### TOKYO DRAFT DRAWING NIGHTS SPRING 2026

Crafted in-depth character design prompts and hosted a series of weekly drawing events for 10-20 artists.

## PERSONAL PROJECTS

### RIVETS ILLUSTRATED NOVEL DEVELOPMENT

### SUMMER 2024 PARIS PARALYMPICS ART OF ATHLETES

### THE CHAINLINK FAERIES MEMOIR POETRY ZINE

### THE RAGDOLL HISTORICAL NOVEL DEVELOPMENT

### NYMPHS OF THE CONNECTICUT WINTER GAME CONCEPT

### BLOOD OF THE RAPTOR CONCEPT ART

### CROWN OF THORNS ILLUSTRATION SET

## WORK EXPERIENCE (CONTINUED)

### CHARACTER DESIGNER

#### RISE-HOME STORIES PROJECT / SLOTHIQUE ANIMATION

OCTOBER 2020 - NOVEMBER 2020 / REMOTE

- Designed main character lineup for short film titled, *Mine*, shown at the Tribeca Film Festival and New Orleans Film Festival.

### EDITOR-IN-CHIEF

#### SCAD STUDENT MEDIA - HONEYDRIPPER

MARCH 2017 - MARCH 2018 / SAVANNAH, GA

- Oversaw publication of SCAD's juried comics and illustration magazine. Represented SCAD at campus events. Supervised team of staff, producing weekly comics, updating web design, and managing social media.
- Designed portraiture for SCAD commencement speaker John Malkovich.

### LIBRARY DIRECTOR

#### MEADE FAMILY LIBRARY

MAY 2016 - DECEMBER 2016 / SOUTHINGTON, CT

- Oversaw the development and management of the Meade Family Library's summer program, providing creative reading and writing programs for students in grades K-9. Designed and implemented vibrant wall art and interactive book displays to enhance the library environment.

### FREELANCE DESIGNER

#### THREE FATES COMICS LLC

- Designed samurai characters and assets for *The Duel* by Will Maciejewski.
- Painted landscapes for Rosso Film International's *Le Rêve Secret*.

## COLLEGE COURSE DESIGN

### KSU - ARH 3840 - ONLINE MODALITY

#### HISTORY OF ILLUSTRATION

Students explore a diverse range of illustrative traditions from around the world, including Africa (Egypt, Ghana, Nigeria, Kenya), Asia (China, Japan, India), the Americas (Peru, Mexico, United States), and Europe (Greece, Italy, Germany, the Netherlands). Students also study the Poster Movement in Paris and New York, British children's book illustration, and prominent women illustrators. There is strong emphasis on the Harlem Renaissance and Black American visual traditions. Students learn about influential disabled illustrators, manga artists, and underground LGBT comics. A key focus is placed on the use of illustrative works in the fight for equity and representation of marginalized communities.

### KSU - ART 4036 - ONLINE MODALITY

#### CONCEPT ART I

Students learn about the animation pipeline and how to adapt to pre-existing styles. They design costumes, props, and episodic concepts, craft scientific illustrations of creatures, and develop their environmental storytelling and sense of utility through a painterly rendering of a storefront.

### KSU - ART 4037 - ONLINE MODALITY

#### CONCEPT ART II

Students apply their knowledge of the human figure to design anthropomorphic mechs and robots, then develop cinematography through 3-point perspective and painterly renderings. Students craft user interface designs for original game concepts, including including non-diegetic, diegetic, spatial, and meta assets.