JULES PREMUS

CONCEPT ART & CHARACTER DESIGN

PORTFOLIO: JULESPREMUS.COM

iguanadonis

julesiguana@gmail.com

860.307.8720

PROFESSIONAL STATEMENT

I am a dedicated character designer and college professor with over 5 years of experience in the animation industry, having contributed to high-profile projects with renowned studios including Marvel, Sony, Bento Box, and Netflix. Skilled in both creative direction and mentorship, I have a proven track record of designing compelling characters and fostering dynamic learning environments for students. My approach blends leadership, innovation, and inclusivity, ensuring collaboration and growth both in the classroom and on the job.

CORE QUALIFICATIONS

- Collegiate Syllabus Design
- Course Creation
- Midterm and Final Grade Reviews
- In-Person Lectures and Demos
- Online Modality
- Student Mentorship and Tutoring
- Commitment to Inclusion
- Strategic Project Planning
- Fostering a Positive Environment
- Character & Prop Design
- Illustration & Concept Art
- Comics & Sequential Art
- 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.

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 Creative Suite
Clip Studio Paint Pro
Procreate
Microsoft Suite
Google Suite
ToonBoom Harmony
Storyboard Pro

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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.

PROFESSIONAL REFERENCES

JENNA ZONA
SCAD FACULTY
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KATE SHERRON
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CHRIS MALONE
KSU FACULTY
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ELLE DIEAL
SONY PRODUCTION COORDINATOR
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AMY TAYLOR
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LISA FERRELL
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SLOTHIQUE DIRECTOR
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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.
- Studied and incorporated themes of sustainability and planetary survival into costume and prop planning.
- Created variants and background characters for layout artists.

EDITOR-IN-CHIEF
SCAD STUDENT MEDIA - HONEYDRIPPER
MARCH 2017 - MARCH 2018 / SAVANNAH, GA
- Oversaw publication of SCAD's juried comics and illustration blog dedicated to publishing, promoting, and showcasing the finest in student work. 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.*
- Did colors for *Romeo x Julien* by Mary Dumas and Bettina Kurkoski.

COLLEGE COURSE DESIGN

KSU - ART 4036 - ONLINE MODALITY
CONCEPT ART 1
1. Episode Concept - Students design a "vacation" or "holiday" episode of a preexisting show where the characters go to new environments with new costumes and props. Must be on-model with the show's design sheets.
2. Creature Design - Students study animal anatomy and create a scientific illustration / painterly rendering of a brand new species.
3. Storefront - Students design a two-story storefront in which the shopkeeper works on the first floor and lives on the second. Students learn to tell character through environment and design workplace vs. residential.

KSU - ART 4037 - ONLINE MODALITY
CONCEPT ART 2
1. Rise of the Mech - Students design an anthropomorphic machine (either a robot or a mech) through an intensive study of mechanical shape language and the major human joints.
2. Fall of the Mech - Students render a painterly scene depicting the crumbled ruins of their robot or mech surrounded by an overgrown, abandoned environment, either on land or underwater.
3. User Interface - Students make title cards, keyframes, and assets for a fictional video game, including non-diagetic, diagetic, spatial, and meta assets.

TRAINING

ONLINE COURSE DESIGN TRAINING
KSU DIGITAL LEARNING INSTITUTE

PERSONAL PROJECTS

GRAPHIC NOVEL DEVELOPMENT
RIVETS

GRAPHIC NOVEL DEVELOPMENT
JENO OF THE RAPTORS

PLEIN AIR STUDIES
CONNECTICUT WINTER

STAR TREK TOS
ZINE HISTORY CLUB

MEMOIR POETRY ZINE
THE CHAINLINK FAERIES