



JULES PREMUS

ARTIST & EDUCATOR • PORTFOLIO



iguanadonis



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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

- Collegiate Syllabus Design
- Coursework Preparation
- Focus on Classroom Engagement
- Upholding Institutional Standards
- Supporting School-Wide Initiatives
- Attending University Events
- Strong Creative Vision
- Attention to Detail
- Commitment to Inclusion
- Character & Prop Design
- Illustration & Concept Art
- Comics & Sequential Art
- Graphic Design
- Midterm and Final Grade Reviews
- In-Person Lectures and Demos
- Student Mentorship and Tutoring
- Strategic Project Planning
- Communication and Networking

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

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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.



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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

NYPHS 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.