



JULES PREMUS

VISUAL DEVELOPMENT & CONCEPT DESIGN
PORTFOLIO: JULESPREMUS.COM



iguanadonis



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860.307.8720

PANELS

INCLUSION IN
ANIMATION
FAST FILM FESTIVAL
2020 @ GA TECH

REVIEWER
ASIFAC VIRTUAL
ANIMATION FESTIVAL
2020

S3R3 REVIEWER
SIGGRAPH 2020

ALUMNI VOICES
PANEL
SCAD
ANIMATIONFEST 2019

CHARACTER DESIGN
WORKSHOP HOST
ASIFA-SOUTH MIXER
2019

PROGRAMS

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe Premiere
Adobe After Effects
Toon Boom Harmony
Clip Studio Paint Pro
Storyboard Pro

PROFESSIONAL STATEMENT

Dynamic character designer and part-time college instructor with five years of experience in the animation industry working with Marvel, Sony, Bento Box, and Netflix. Known for having a sharp use of color and linework, as well as an empathetic approach to crafting beautiful character designs. Currently writing a graphic novel, *Rivets*. Passionate about worker's rights and educational accessibility. Fosters a positive and constructive learning environment to help students build their confidence as professionals.

CORE QUALIFICATIONS

- Online Course Design
- Character Design
- Graphic Design
- Pre-Vis and Concept Art
- Attention to Detail
- Project Management
- In-Classroom Demos
- Online Demos
- Student Mentorship
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe Premiere
- Adobe After Effects
- Toon Boom Harmony
- Clip Studio Paint 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

RELEVANT EXPERIENCE

PROFESSOR OF DIGITAL ANIMATION & ILLUSTRATION
KENNESAW STATE UNIVERSITY

JANUARY 2021 - PRESENT / KENNESAW, GA

- Created two new approved online modalities for Concept Art 1 and 2. Currently teaching those along with History of Illustration.
- Previously taught Foundation Animation, Character Development, Concept Art 1 and 2, Senior Reel, Studios 1-3, and Digital Animation Production courses in-person.
- Helped run the first semester of the Professional Exit Portfolio designed by Chris Malone, which is now the standard for all Senior Reel classes. Co-hosted the 2023 KSU Owl Film Festival.
- Developed Summer Intensive course specializing in creature design.



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TRAINING

ONLINE COURSE
DESIGN TRAINING
KSU DIGITAL
LEARNING INSTITUTE

PERSONAL PROJECTS

GRAPHIC NOVEL
RIVETS: A WW2
STORY

GRAPHIC NOVEL
JENO OF THE
RAPTORS

PLEIN AIR STUDIES
CONNECTICUT
WINTER

STAR TREK TOS
ZINE HISTORY CLUB

WORK EXPERIENCE (CONT.)

CHARACTER DESIGNER

SONY PICTURES ANIMATION

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

- Designing characters, expressions, turnarounds, and action poses for Young Love, the animated sequel series to the Oscar-winning *Hair Love* short film.
- Creating detailed examples of hair and clothing models.
- Doing clean-up frames for animation.

CHARACTER AND PROP DESIGNER

BENTO BOX ENTERTAINMENT

DECEMBER 2020 - MARCH 2022 / ATLANTA, GA

- Designing characters, expressions, turnarounds, action poses, and props for Seriously Digital's *Best Fiends* short films.
- Designing layouts and episode-specific costumes.
- Creating mouth charts for speaking animation.

SEQUENTIAL ART ALUMNI MENTOR

SCAD SAVANNAH

OCTOBER 2020 - MAY 2021 / REMOTE

- Mentoring students from SCAD's Sequential Art program.
- Conducting portfolio reviews, workshops, and virtual class visits.
- Advocating for inclusive hiring practices and diverse voices in the animation industry.

CHARACTER DESIGNER

RISE-HOME STORIES PROJECT / SLOTHIQUE ANIMATION

OCTOBER 2020 - NOVEMBER 2020 / REMOTE

- Designing main character lineup for short film, *Mine*, shown at the New Orleans Film Festival.
- Studying and incorporating themes of sustainability and planetary survival into costume and prop planning.
- Creating variants and background characters for layout artists.

CHARACTER DESIGNER & LAYOUT ARTIST

MARVEL STUDIOS / FLOYD COUNTY PRODUCTIONS

JULY 2019 - DECEMBER 2020 / ATLANTA, GA

- Designing characters, expressions, turnarounds, mouth charts, action poses, and props for Marvel's *Hit-Monkey*.
- Designing detailed anatomical creature studies.
- Creating layouts and crowd shots for animation.

CHARACTER DESIGN LEAD & BACKGROUND ARTIST

ASIFA-SOUTH / SCHOOL OF HUMANS

SEPTEMBER 2018 - JULY 2019 / ATLANTA, GA

- Designing, penciling, inking and coloring a three-page 1930's-style comic with close-up shots for Netflix's *The Liberator*.
- Designing signage for environments and Trioscope-style textures to be used on helmet designs.
- Creating dynamic graphic design layouts for pitch books and presentations for unreleased Netflix, Hulu, Time Life, and Dark Horse



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PROFESSIONAL REFERENCES

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WORK EXPERIENCE (CONT.)

EDITOR-IN-CHIEF SCAD STUDENT MEDIA

MARCH 2017 - MARCH 2018 / SAVANNAH, GA

- Overseeing publication of SCAD's juried comics and illustration blog dedicated to publishing, promoting, and showcasing the finest in student work. Representing SCAD at campus events.
- Supervising team of staff, producing weekly comics, updating web design, managing social media.
- Designing custom portraiture and character design for SCAD commencement speaker John Malkovich.

LIBRARY DIRECTOR MEADE FAMILY LIBRARY

MAY 2016 - DECEMBER 2016 / SOUTHLINGTON, CT

- Delivered fun and engaging reading programs to students in grades kindergarten thru 9th grade.
- Taught creative writing and art.
- Created and painted engaging wall displays for students.

FREELANCE DESIGNER INDIE COMICS AND FREELANCE CLIENTS

JANUARY 2013 - PRESENT / REMOTE

- Using traditional and digital media to produce commissions for clients.
- Character designs and promo covers for *Battle Before Bedtime*.
- Paintings commissioned for Rosso Film International's *Le Rêve Secret*.
- Portraiture for clients.
- Colorist for indie comic *Romeo x Julien*.
- Brochure design and website headers.

ONLINE COURSE DESIGN

ART 4036 - ONLINE MODALITY CONCEPT ART 1

1. Episode Concept - Students design a "vacation" episode of a pre-existing show where the characters go to new environments with new costumes and props.
2. Creature Design - Creating a hyper-realistic scientific and anatomical study of a brand new species you create.
3. Storefront - Designing a two-story storefront, the first floor is the shop and the second floor the residence, each with unique styles.

ART 4037 - ONLINE MODALITY CONCEPT ART 2

1. Rise of the Mech - Designing 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 - Creating a painterly scene depicting the crumbled ruins of your robot or mech surrounded by an overgrown, abandoned environment, either on land or underwater.
3. User Interface - Designing assets for a fictional video game, including a title screen, keyframe, and all UI assets.