JOSH YOUNG

Technical Motion Designer | joshuamasonyoung.com | jyoung@c.ringling.edu | 585-748-1515

EDUCATION

Ringling College of Art + Design
Aug 2019 – Present
Sarasota, FL | B. F. A. in Motion Design
Class of 2023
–Dean's Scholarship
–Designimators Co-President

School of the Art Institute of Chicago
Summer 2018
Chicago, IL | Early College Program
Summer Institute
-3D Animation

New York University
Summer 2017
NYC, NY | NYU Precollege
-Film + After Effects

SKILLS

Various creative software:
–Houdini
–Cinema4D
–AfterEffects
–Octane Render
–Redshift Render
– Nuke
–Unreal Engine
–3ds Max
–VRay
–TyFlow
–Adobe Suite
–Substance Designer
– TouchDesigner

Various scripting languages:
–Javascript
–Python
–Houdini Vex
–Adobe Extendscript
–After Effects Expressions
–C#
–Unreal Blueprint

EXPERIENCE

Motion Design Tutor + Mentor
Ringling College of Art + Design | Sept 2021 – Present
- Instructing and critquing individual students with specific techniques, assignments, and softwares
- Offering feedback and guidance on projects to ensure a positive experience
- Developing relationship with underclassman students to assist them with a successful transition into the Motion Design major

Red Paper Heart Intern
Remote | May 2022 – Aug 2022
- Worked as a 3D animator and decsigner, created digital assets for physical interactive scenes
- Created Look Dev for all on screen graphics for interactive spaces, such as digital galleries in a physical space
- Created a Houdini tool for the studio involving collider meshes for Unity, for an in-house real time experience

MAKE Intern
Minneapolis, MN | May 2021 – Aug 2021
- Worked on large scale client projects as a 2D and 3D designer and animator alongside a creative team of staff, directors, and producers to produce final deliverables
- Lead a team of staff on a variety of client projects in multiple different mediums and software
- Oversaw a variety of projects, including the animation of billboards, development of scripts to be used for software for their in house short film, creation of 3D environments, and established a pipeline between 2D + 3D departments

Motion Design Lab Monitor
Ringling College of Art + Design | Sept 2020 – May 2021
- Oversaw opening and closing of Motion Design department labs
- Supported students with lab equipment use, various projects, and facilities, including a green screen room and stop motion lab
- Assisted Motion Design Department in creation of marketing videos and concepts