
Sonny Angell, Motion Design & 3D Design

WWW.SONNYANGELL.COM | (631) 241-4513 | Sonny@SonnyAngell.com

EXPERIENCE

DDB, Remote - Contract Senior 3D Artist / Motion Designer II

OCTOBER 2021 - PRESENT

- Motion Design
- 3D Modeling, Texturing, Animation, Rigging, and Lighting & Rendering.
- Editing & Videography
- Clients include: *Kroger Stores, Pure Leaf Teas, Budweiser, and Miller Beer.*

Freelance Artist, NYC / LA - 3D, 2D, and VFX Art Director / Artist

FEBRUARY 2018 - PRESENT

- Lead Motion Design & Lead 3D Design.
- Nuke & Element 3D Compositing.
- Clients include: **Macy's** (project includes the *90th Anniversary of the Macy's Thanksgiving Day Parade*); **Joan Creative** (projects include *Facebook, Brawny, Sheetz*); **Stargate Studios** (project includes *Showtime TV's "City On A Hill"*); **Short Notice Creative** (projects include *History Channel's "The Lost Corvette"*, and *MEVION* medical company); and **Deep Focus** (project includes *HBO* promotional content).

NBC Universal, Remote - Senior 3D Artist / Motion Designer II

NOVEMBER 2021 - JANUARY 2023

- Broadcast Motion Design.
- 3D Modeling, Texturing, Animation, and Lighting & Rendering.
- Production Supervising
- Projects include: *NFL, Super Bowl LVI, Premier League, MLB, Nascar, and golf.*

WWE, Stamford CT - Motion Designer II

AUGUST 2021 - NOVEMBER 2021

- Motion Design
- 3D Art & Animation
- Storyboarding & Animatics
- Production Supervising

Visiontron, Hauppauge NY - Senior Art Director

MAY 2018 - OCTOBER 2020

- Marketing/promotional art and animation.
- Infographic design and animation
- 3D product design.

VAYNERMEDIA, NYC - CGI Lead Animator

AUGUST 2016 - FEBRUARY 2018

- Video director and supervisor, Motion Design, 3D Art and Animation.
- Talent acquisition, mentoring and training.
- Clients include: *Quaker, Budweiser, Dove, Stella Artois, Chase, and Spiked Seltzer.*

SKILLS

- Motion Design
- 2D Compositing, 3D Camera & Planar Tracking
- 3D Modeling/Sculpting, Texturing, Lighting and Rendering, Rigging, and Animation.

SOFTWARE / TOOLS

Adobe After Effects (including Trapcode and Video Co-Pilot suites), Autodesk Maya, Cinema 4D, Nuke, Element 3D, PFTrack, Zbrush, Final Cut Pro, Substance Designer, Adobe Photoshop, Adobe Illustrator.

EDUCATION

School of Visual Arts, NYC - Bachelor of Fine Arts, Computer Art.

AUGUST 2003 - MAY 2007

Hendriks Institute, Lake Grove, NY - Certificate in Design, Web, Print, 3D Art.

JANUARY 2001 - JUNE 2001