

EDUCATION:

Cranbrook Academy of Art, Master of Fine Arts (2005 - 2007) (2D Design Department)

College for Creative Studies, Bachelor of Fine Arts (1995 - 2000) (Digital Animation & Video Department)

GRAPHIC:

MFA - Cranbrook Academy of Art (2D Design Department) (https://cranbrookart.edu)
Roles: Creative Director, Art Director, Graphic Designer, Assistant Professor, Problem Solver & Artist

Graphic Specialties: logo design, preproduction for animation, pitch work, ideas, graphic design history, branding, teaching, metaphor & perspective, analog / digital thought process, unique approach to complex problems.

I know the media design process for projects big & small, from branding a startup, to large-scale retail experience design. My graphic understanding, critical process & working methods have significant influence on my other areas of focus in different ways. Each day I build off the previous & this process leads me to tomorrow. It is constantly active.

MOTION:

BFA - College for Creative Studies (Digital Animation & Video Department (https://www.collegeforcreativestudies.edu)

Roles: Motion Designer, Animator, Editor, Title Designer & Special Effects

Motion Specialties: visual narratives, kinetic typography, art direction for motion, particle systems, large-scale video wall content production, pre-visualization & media aptitude.

I make things that move. I shoot & edit film & video & can animate in 2D or 3D, in a multitude of contexts & specialties.

SOUND:

Self-taught with considerable help from my friends & peers.

Roles: sound designer & musician

Sound Specialties: sound FX, music, scoring, synthesis, music history & effects

I became a sound designer by need, it evolved into a passion for experimental music, synthesis & sampling. It later grew into a more well-rounded understanding of music and musical composition. I design sound, provide sound effects and soundscapes for use in commercials & film. I have made music under different aliases and focuses for myself, record labels & commercial clients.

EXPERIENCE:

Role: creative director / content studio

Latcha & Associates Location: Detroit, Michigan Years: July 2021 — June 2022 Role: senior motion graphics designer Rocket Mortgage / Quicken Loans Location: Detroit, Michigan

Years: 2019 - 2021

Roles: independent / contract / graphic, motion & sound designer / director / animator http://www.ryangriffin.media / http://www.divisiong.media/

Clients: Doclife Films, Cipher Collective, Icon/Incar, MK12, VMGstudio520, Quanta Magazine, Division Q, Sierra Quitiquit / KGB Productions, Commonwealth/McCann, Commonground, Pixelfire, The Mill, The Ebeling Group, Helios

Interactive & Prologue Films Location: Detroit Michigan

Years: 2009 - 2019 / (when available / needed)

Role: creative director & senior designer working in a variety of capacities including ideas, innovation, insight, direction, graphic, motion & sound design, production & delivery / large scale video wall / brand experience focus Client: Synect Media / The Hive Central (http://www.synectmedia.com)

Location: Bellevue, Washington Years: December 2011 - January 2015

Clients: Microsoft, Gensler, Honda & Brocade Communications Systems

Role: motion designer & art director Client: Digitas (http://www.digitas.com)

Location: Detroit, Michigan

Year: 2010

Client: General Motors

Role: assistant professor - Advertising Design Dept. (& adjunct professor in the animation dept.)

College for Creative Studies (http://www.collegeforcreativestudies.edu)

Location: Detroit, Michigan Years: 2008 - 2010

Description: facilitated the design, creation and implementation of a digital curriculum in the Advertising Design department (2008–2010) (work from the classes I taught, went on to win D-show awards, Addy Awards & One Show

awards/recognition)

Role: motion designer

Organic (http://www.organic.com)

Location: New York, San Francisco & Detroit

Years: 2007 - 2008

Clients: Dodge, Jeep, Bank of America

Thank you for your time!

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