

# TRAVIS B. SCHMIDT

## MEDIA GENERALIST

2617 E. Clay St. Richmond, VA 23223

Phone: 804-837-1163 TravisSchmidtB@gmail.com

thetravisschmidt.com

### Objective

To build my skills of visual communication and storytelling through the captivating and persuasive mediums of animation, design, video, illustration, web design, and user experience.

### Skills

**Creative:** 2-D Animation, Video Editing and Shooting, 3-D Animation, 3-D Modeling, Wire framing, Illustration, Storyboarding, 3-D Texturing, Web design, Game Design, Programming, Sound design, Music Composition

**Software:** AfterEffects, Premiere, Cinema 4D, Maya, Photoshop, Illustrator, InDesign, Wordpress, Dreamweaver, Sculpttris, Sketchup, Unity, Stencil, Logic Pro, Reason

**Languages:** HTML5, Java, C++, CSS, English

### Education

Virginia Commonwealth University

Bachelor of Fine Arts (2014)

Major : Kinetic Imaging

Experimentation with video, animation, sound and interactive media

Minors: Math, Computer Science

GPA: 3.5

### Awards & Recognition

National Science Foundation STEM Full Scholarship,  
VCU School of Engineering

VCU Deans Scholarship

Kinetic Imaging Faculty Recognition Award

### Experience

#### **Professional:**

*Belljar* - freelance motion graphics animator (January 2016 - present)

Collaborating under an art director to make branded animations for an investment firm using AfterEffects

*Great Gold Bird Great Dark Yawn* - indie game art director (October 2015 - present)

Illustrating with traditional media and collage animation with composite video for use in virtual environments using Photoshop, Unity, and Aftereffects.

*Inkandescent PR* – freelance contract media specialist (November 2015 – present)

Post production graphics and editing, mixer and assistant camera operator using zoom H4Ns and DSLR video cameras. I've programmed automated Adobe After Effects lower thirds and titles for several video series.

*Skin to Skin, Infant Massage* – information motion graphics (2013 & 2015)

Produced a series of hand drawn animations using AfterEffects, Photoshop, LogicPro, and cell animation techniques for VCU Medical Center.

#### **Personal:**

*The Last Mammoth* – video game, animated film (2014 – present)

-Video editing and 2-D animation in Premiere, AfterEffects, and Photoshop.

-Sound track composition in Logic Pro.

-Rigging, animation, 3-D modeling, and UV optimization in Maya.

-Texture editing in Photoshop.

-Set design and Java in Unity.