Paul Medioli

Narrative/Sequential Artist

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🌐 www.stormwood.ink

Artist and animator familiar with traditional and digital media seeks to elevate visual engagement and storytelling in all its forms. Offers a background in motion, character design, and narrative development.

Professional Experience

Senior Horticulturist
Special Operations   **2021**
John Mini Distinctive
Landscapes

Maintained and managed plant health and irrigation at several high profile public and private installations worth up to $4 million on off hours, nights.
Studied on the job to learn new irrigation technology, acquire new licenses/certificates
Operated various lifts and other heavy machinery indoors with tight tolerances

Horticulturist   **2018-21**
John Mini Distinctive
Landscapes

Anticipated needs of individual environments and clients often months in advance
Significantly improved the look and stability of handled accounts, solo and in teams
Worked and travelled a complex, variable daily route in all weather with all gear

3D Prop Artist   **2017**
TinToy

Created and textured several high quality props in Maya and Photoshop
Designed a short promo bump to precede company animatics

Storyboard Consultant   **2016**
Tough Guys

Distilled narrative intent of documentary title sequence from varied input
Provided rough animatic for use by studio's lead animator

Freelance Logo Designer   **2014-18**
Various Clients

Determined core style and message for wide range of clientele
Designed and delivered on stylistically diverse briefs

Character & Background Artist   **2014**
The Duck

Designed medically themed medieval knights for hallucination sequence
Provided final coloring for backgrounds in several different environments

Education

MFA in Computer Art   **2015-2017**
School of Visual Arts

Visual Narrative, Character Design, Game Design, 3D Design & Fabrication

BA in Classics   **2008-2012**
Kenyon College

Ancient Greek, Greek and Roman Archaeology. Minor in Physiology

Tools & Skills

Software:

After Effects, Photoshop, Premiere, Illustrator, Zbrush, Maya, SolidWorks, HTML, CSS, Java, Nuke

Creative:

Storyboarding, Animation, Character & Creature Design, Writing/Research, Furniture Design, Video Editing, Sculpting, Interaction/Web Design