



FORREST MULCAHY

MOTION DESIGNER & ART DIRECTOR

TIMELINE

Collaborated with the VP Creative Director of Digital & Design and the Senior Production Manager to insure Zealot's Design Team maintained efficient, harmonic, and productive output of creative content.
Implemented Agile methodologies to continuously improve our project lifecycle, focusing on daily touch-points and upstream/downstream feedback, to increase throughput and productivity, and enhance team morale and cohesion.

2020 Design Manager
Zealot Inc.
New York, NY 2020

Designed and animated typography, graphics, and branding for film trailers, digital spots, social media, and TV promos for entertainment clients, including: Disney, FX, Universal Pictures, Focus Features, 20th Century Fox, Amazon, Sony Pictures, Sony Television, Netflix, HBO, and Neon.

2019 Freelance Senior Designer
Zealot Inc.
New York, NY 2019-2020

Worked with the Creative Director in the concept and creation of motion graphic designs for feature film trailers; ideation, style frames, production, and iteration of designs for copy, cast, title, and end cards.
Visual effects; roto-scoping, tracking, matting, keying, color correction, and integration of textual elements into original feature footage.
Finishing process; final renders, multi-pass output, keyables, textless, aspect adjustments and outputs for social/digital media.
Social media management; Management of social stream posts.
Technical services; building and managing server and drive racks, workstations, data assets (backup and archive), company-wide local and cloud services (email, web, file share, FTP)

2018 Clio Entertainment Awards
WINNER: GOLD
Isle of Dogs
(:30TV, "I Love Dogs" - 2018)

2014 Golden Trailer Award
WINNER: Best Graphics in a TV Spot
The Grand Budapest Hotel
(:30TV, "Dynamite" - 2014)

Freelance Title Design
Film: "Chub"
for YBP Productions
Miami, FL 2013

Freelance Effects Production
Film: "Saint Nick"
Brooklyn, NY 2007

Developed and produced elements used in broadcast promotions and packaging on the MTV network for Germany. Openers, bumpers, tune-ins, flying logos, and slates created for use on-air.

2004 Senior Producer of Motion Graphics
Giaronomo Productions
New York, NY 2004-2019

Created both 2D and 3D in-game content for multiple national releases in the children's market.
"Spongebob Squarepants: Employee of the Month" - Produced 2D background paintings to match original TV cartoon series for in-game environments. (Nominated for Academy of Interactive Arts & Sciences : 6th Annual Interactive Achievement Awards: Family Game of the Year)

2002 Freelance On-Air Producer
MTV Networks Germany
Munich, Germany 2002-2003

Developed and produced computer graphic elements used in award-winning broadcast promotions and packaging on the MTV network for Latin America. Helped provide technical direction in production shoots to insure smooth integration with tracking and post-production effects.

2000 Contract Game Content Producer
AWE Productions
Weston, FL 2000-2003

1999 Freelance On-Air Producer
MTV Networks Latin America
Miami Beach, FL 1999-2001

ABOUT ME

I was born with a passion for art, design, and animation. My journey has carried me from the DIY and guerrilla role of underground VJ, onward to music television on-air packaging, and into maturity as a seasoned motion graphics producer on countless feature film marketing campaigns. These many years of experience have gifted me with the ability to attune to the essence and balance of design, while crafting creative viewer/user experiences which reinforce any project.

Whether as a project lead or as an attentive collaborator, I am inspired by teamwork in design innovation, and shared excitement for the creative process. A native acumen in perceiving design and user challenges and a playful, inventive, problem-solving nature, help insure that the team's creative process is a rewarding one and the project goals are met.

When I'm not wrangling photons, I reside in suburban NJ, and enjoy snowboarding, hiking, yoga, tennis, running, and helping my two sons in their Scouting endeavors.

SKILLS

- Experienced Producer of Motion Graphics and Animation, specializing in Feature Film Advertising.
- Ideation and creation of graphics to support all phases of theatrical ad campaign, from pre-release teaser to post-street digital download.
- Engaging product owners to find what lies at the heart of a project, to better craft its voice.
- Actively listening to constructive responses and critical feedback.
- Team-centric focus on cultivating best practices to improve pipeline and morale.
- Iterating toward innovation while perfecting tone and refining the viewer/user experience.
- Creative and experimental arts background.
- Proficient with layout and color composition skills.
- Well-versed in fontography, modeling, animation, digital painting, and compositing techniques.
- Diverse range of design experience helps inform creative process.

- Enjoy solving challenges in design and technical direction.
- Highly adaptable to new workflows and toolsets.
- Very skilled in resolving hardware and software issues.
- Comfortable with any operating system.

EDUCATION

- **Fine Art Studies**
Art Institute of Florence
Florence, Italy 1999
- **Associate Degree in Digital Media Arts**
Full Sail University
Orlando, FL 1998
 - Graduated Valedictorian
 - 5 Course Director's Awards
 - 100% Attendance Honors

WORK

Experience 15+ years

Currently Motion Designer & Design Manager

CONTACT

Voice 347-878-3636

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SOFTWARE

Adobe After Effects	████████████████████
Maxon Cinema 4D	████████████████████
Adobe Photoshop	████████████████████
Adobe Illustrator	██████████████████
Adobe Premiere	██████████████████
G Suite / MS Office	██████████████████
<load new program here>	██████████████████

Web
www.forrestian.com

LinkedIn
www.linkedin.com/in/forrestian/