

# Resume for Israel "Izzy" Long

## Motion Designer - Animator - Free Thinker

7741 Chanhassen Rd. #351 Chanhassen, MN 55317

952-200-2472 - [ragecg@gmail.com](mailto:ragecg@gmail.com) View my 2008 Motion Reel @ [www.ragecg.com](http://www.ragecg.com)



### OBJECTIVES ++

To work or lead a winning team of talented designers in the Web, Film or Broadcast Animation Industry making good use of my passion and 10+ years experience in Motion Design, Compositing, and 2d/3d animation.

### RELEVANT EXPERIENCE ++

**Design Manager / Senior Designer** - Wireless Ronin Technologies Inc., April 2004 - Nov. 2008

- Supervised 3 killer motion designers, approved and delivered HD commercial motion graphic DV & Flash spots.
- Creatively solved effects & motion graphics problems daily.
- Created workflow and Standard Operating Procedures for the successful production of HD DV/Flash Ads, from preproduction & asset gathering to the final encoding and deliverable's for the Large Format Commercial Digital Signage Industry.
- Responsible for large motion graphics packages/toolkits for tradeshow's such as the Digital Signage Expo in Las Vegas (LVCVA)
- Designed several vertical HD spots for the Nasdaq Marketsite 7-story-tall LED screen in Times Square.
- Instructed team on proper use of video codec formats, application, transcoding, color space issues, etc.
- Suggested, helped to implement, and instructed my team to use the 12-node QUBE renderfarm.
- Performed Monthly Billing reports for my team.

**Video Tutorial Instructor, Dynamics & Effects Forum Moderator** - Simplymaya.com, July 2000 - Present (part time)

- Video/DVD Instruction relating to Maya Dynamics, nCloth, Explosions, PaintFX, Multi-pass Post work, etc.
- Forum moderation.

**Web Designer / Lead 3D Animator** - Ulysses netSolutions, Sept. 1998 - Sept. 2000

- Corporate Web design, E-Marketing, Flash Animation, and DV.
- Part of a 2 person team that created the 14-member Art / Multimedia Department.

### FREELANCE ++

- Published worldwide in the \*US Navy's "All Hands" Magazine - August 2000 Issue  
\*Designed 6+ pages of 3d composites/virtual set illustrated stills for the magazine.

### SOFTWARE KNOWLEDGE ++

- Adobe CS3: (Advanced) After Effects, Photoshop, Premiere Pro, Flash, Flash Video Encoder, Illustrator, etc.  
**NOTE:** Currently proficient with Premiere as an editor, but VERY willing to learn FCP, Avid, Smoke, etc.
- Autodesk: (Advanced) Maya - since v1 - RENDERFARM SOFTWARE: [QUBE](#) by Pipelinefx.
- Eyeon: Fusion 5+ (Intermediate)
- Plugins: Speed6, Genarts, Trapcode family, etc.
- 3D/2D Trackers: Boujou, PFTrack, Fusion/AE, Imagineer Sys. family of Planar Trackers
- OS: Windows & Mac, though I use/prefer a 64-bit Windows environment.

### TECHNICAL KNOWLEDGE ++

- Tracking - Roto - Graphics Creation - Compositing - Keying - Matchmoving  
Color Correction - Offline Grading - Rig Removal - 2d/3d Particle Animation - 2d/3d Matte Projection  
Image Manipulation

### EDUCATION ++

- AA Film/35mm Sync-sound - MCC Minneapolis, 1992 - Self taught / on-the-job ever since:)

**References and Letters of Recommendation Available Upon Request**

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