# Cody Beltram

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# Profile:

- 29 years experience in animation and interactive industry. Creatively and technically minded able to create ideas beyond the norm and develop plans to deliver.
- Self-motivated to make the next project better than the last and to never stop learning.
- A receptive attitude allows being both a group player and a team leader.
- Strong organizational skills and attention to details without losing sight of goals and budgets.
- Large interest in multiple mediums and styles allows for greater diversity in developing creative ideas for digital and physical solutions.

# Work Experience:

### VML • Associate Director of Motion Design

April 2023 - Present

### VML • Sr. Motion Graphics Designer

January 2011 - April 2023

Motion Design - 3d Animation - Fabrication - Photography

#### Tasks:

Work with teams to develop award winning campaigns and produce graphics for client and internal projects. Graphics consist of 2d and 3d graphics, compositing, and video editing. Some projects require skills such as construction, fabrication, 3d printing, and electronics. Handle formatting media for deployment based on specs for multiple platforms (TV, web, mobile, etc.). Continuously learning about latest software and technology.

#### **Select Clients Included:**

Intel, Microsoft, Amazon, Kellogg's, Colgate, Gatorade, Dell, MasterCard, Wendy's, Ford **Accomplishments:** 

Contributed to multi award winning "Folly Plugged-In Live Theater Performance" Developed time-lapse "robot" for internal VML "Joy" Holiday Video

#### T2 (Take 2 Productions) • Lead CG Designer & Motion Graphics Artist

February 2009 - January 2011 3d Animation - Motion Design

# Dimension X Design (DXD) • Director of Animation and Multimedia

January 2003 – February 2009 Art direction and project management - 3d Animation and TD - Motion Design -Web and Flash Design / Programing - Graphic Design

# Fearless Eye Inc. • Director of Multimedia

May 1996 - April 2003 3d Animation - Web Design / Programing - Graphic Design

### Education:

Kansas City Art Institute BFA, Graphic Design - 1996

# Skills:

Windows and Mac platform

Adobe - Photoshop, Illustrator, After Effects, Premier, Red Giant Suite 3d generalist - modeling, lighting, rendering, animation Cinema 4D, Octane Render, Redshift, X Particles, RealFlow, TurbulenceFD Arduino and RaspberryPi microcontrollers Fabrication (wood, metal, plastic, etc.)