





Alex Jerome

MOTION GRAPHIC DESIGNER

Contact

513-325-8226 

ajerome05@gmail.com 

www.alexjerome.com 

linkedin.com/in/alex-jerome 

Software

Maxon Cinema 4D

Adobe After Effects

Adobe Illustrator

Adobe Indesign

Adobe Photoshop

Autodesk Maya

Zbrush

Adobe Premiere

Adobe Audition

Education

Shawnee State University

2008-2011

3D Design and Animation

About

My name is Alex Jerome and I love bringing ideas to life. Taking a seed of a concept and seeing it through to the end product is such a great joy I find in my work. I love the idea of possibilities and the exploration that comes with that. I love working within a team oriented environment, but I'm also completely comfortable taking on solo projects. I like to consider myself a life long learner and am constantly persuing new software, techniques and ideas. My passion is 3D motion graphic design and telling a story worth stopping the scroll for.

Professional Experience

Motion Graphic Designer

tvONE: 2018 - Present

At tvONE I have the amazing opportunity to wear a number of different hats, including motion graphic designer, web designer, 3D renderer and photographer. I work to consistently deliver high end content and materials that tells an engaging story and resonates with our customers.

Multi - Media Designer

Freelance: 2015 - Present

While freelancing, I have worked as a 3D Character Artist, 3D Animator, 2D Animator and Graphic Designer. Freelancing gave me valuable experience coordinating every aspect of design, from pricing and planning, to workflow and delivery.

Motion Graphic Designer

WKRC Cincinnati: 2013 - 2018

I worked closely with upper Management, the Art Director and Executive Producers to fulfill a wide range of graphical requests. Speed, communication and thoughtful design are key. I oversaw the creation, implementation and execution of a wide variety of on-air, print and animated graphics. I was also an intrical part of WKRC achieving their first ever graphics package produced in house.

3D Modeler

Hyperkat Games: 2011 - 2013

Working closely with lead programmers and designers I concepted, modeled, UVed and textured a wide variety of inorganic objects for the game Mars Colony: Challenger.