

Ricky Jo Graves

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Summary

I'm an artist wrapping my BFA in animation, specializing in visual development, and storytelling. Experienced in illustration, collaboration and project management. As director and producer for my thesis film, I love collaborating and working with my teams to deliver creative, fun, unconventional solutions. I'm excited to evolve my skills in both production, design and collaboration wherever I go.

Skills

Professional

- Communication
- Community Engagement
- Organization
- Strategy
- Empathy

Technical

- Concept Development
- Animation
- Content Creation
- Storyboarding
- Illustration
- Project Management
- Photo Editing
- Video Editing
- Power Point
- Comedy
- Directing
- Producing

Software

- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Adobe Indesign
- Adobe After Effects
- Storyboard Pro
- Toon Boom Harmony
- Procreate
- Blender
- Maya
- Microsoft Excel

Awards

- Summa Cum Laude -SCAD, NIC
- Academic Honors Scholarship -SCAD
- Academic Achievement Scholarship

Education

Savannah College of Art and Design | Savannah, GA | 09/2022 - 05/2025 |

- Bachelors of Fine Arts in Animation | 3.9 GPA
- Excelled in my classes as a standout in both design, communication and management.
- Selected out of hundreds to produce and direct thesis film, 8th Grade Assassin with team of 10.

North Idaho College | Couer d'Alene, ID | 08/2020 - 05/2022 |

- Associate of Arts | 3.8 GPA
- Pursued Associates and high school diploma simultaneously, top of class in English, arts and sciences.

Work Experience

Gap Factory | Sales Associate | Savannah, GA | 11/2023-present

- Top salesman at my store. Commended for strong work ethic and excellent customer service.

Emerge CDA Gallery | Gallery Intern/Coordinator | Coeur d'Alene, ID | 03/2022-09/2023

- Organized exhibitions and public events, served as the primary point of contact for artists.
- Led the annual 200-piece open submission Block Party, contributed to record profits for two years.

Range Marketing | Freelance Illustrator | Coeur d'Alene, ID | 01/2020-08/2023

- Used market research to create 10 illustrations and 2 storyboards for targeted advertising campaigns.

Capone's Pub and Grill | Hostess, Coeur d'Alene, ID | 06/2023-09/2023

- Navigated flow of customer service for best results at the busiest restaurant in town.

Abi's Ice Cream | Barista, Coeur d'Alene, ID | 08/2020-09/2022

- Developed the skills to make a mean ice cream latte.

Animated Projects

8th Grade Assassin | Director, Producer, Storyboard Artist, Visual Development Artist | 04/2024-05/2025

- Directed animation team of 10, including a sound team of 7. Produced and managed tasks in shotgrid.
- Designed an original, innovative visual style and developed a pitch deck for the 3 minute hybrid 2d-3d short; Designed the environment, characters, logo, posters, and a series of props.
- Co-created the animatic with the aid of another artist, edited the boards together with scratch.
- Edited a living animatic on a weekly basis for 11 weeks using raw audio and wip animation.
- Animated and composited nine shots, and edited the film together in premiere.
- Managed the films social media, creating custom posts, progress updates, and outreach to other films.

Chop Chop Loverboy | Environment, Layout and Background Paint Lead, Producer | 03/2024-05/2024

- Led a team of 6 background designers and was promoted to leader and producer of layouts,
- Managed team of 12 on a 10 week deadline.
- Created 8 layouts and background paintings and designed the principal environment.

Bad Dog | Layout Artist/ Background Painter | 01/2024-04/2024

- Created 27 layouts and background paintings for a short film, adhering to strict deadlines.

Last Night in Jubilee | Background Painter | 08/2023-11/2023

- Created 3 background paintings over nine weeks for an indie visual novel.

Kit's World | Storyboard Artist | 07/2023-10/2023

- Collaborated with another artist to create a 2 minute comedy chase scene for an indie pilot.

Split | Prop Designer | 06/2023-08/2023

- Designed the first 4 pieces of furniture and 6 toys for a short film, setting the style.