

Ricky Graves

Artist, Designer, Marketing Strategist, Production Assistant, Animator

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Work Experience

Kertis Creative

Strategist, 2D Animator, Illustrator Louisville, Ky | 06/2025-06/2026

- Worked in a variety of creative and research based collaborative roles.
- Met directly with clients to plan and craft projects and proposals. Used formal research, ethnographic interviews, and focus group workshops, that I designed and facilitated.
- Worked with the Creative Directors to execute their vision on work for clients.

Range NW Marketing

Freelance Illustrator, Coeur d'Alene, ID | 08/2022- Present

- Created illustrations and storyboards for targeted advertising campaigns.

Emerge Gallery

Gallery Assistant, Coeur d'Alene | 11/2022-06/2023

- Organized Gallery shows and events as the artist's as primary point of contact.

Education

Savannah College of Art and Design - Bachelor of Fine Arts, Animation, 2022-2025

North Idaho College - Associate of Arts, 2020-2022

Independent Projects

8th Grade Assassin

Director, Producer, Writer, 2D Animator, Storyboard Artist, Visual Development Artist | 04/2024-05/2025

- Lead creative direction, production and project management for core team of 10, a support team of 12, and a sound team of 7, managed work in ShotGrid. Hosted 3 meetings a week for work and updates, presented all work for review weekly. Created outings, exercises, and events to curb burnout and promote a positive culture and film community.
- Wrote the script, storyboarded the animatic, designed props, characters, and the environment. animated 14 shots.

Chop Chop Lover Boy

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

- Initially led a team of 6 background designers. Promoted to lead of backgrounds and producer, managing a team of 12.
- Created 8 layouts and background paintings, designed the principal environment. As a team, wrapped 2 weeks early.

Bad Dog

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

- Created layouts and background paintings for a short film on a strict weekly schedule.

Last Night in Jubilee

Environment Illustrator | 09/2023-11/2023

- Collaborated closely with the team over several months to produce stylistically consistent background illustrations for an indie visual novel.

Skills

Professional: Communication, Collaboration, Multitasking, Problem Solving, Client Facing Work, Project management, Organization, Time Management, Event Planning, Strategy.

Technical: Visual Development, 2d Animation, Character Design, Background and Prop Design, Illustration, Project Management, Sales, Fine Art Mediums, Formal Research, Workshop Design.

Software: Photoshop, Illustrator, After Effects, Premiere Pro, InDesign, Storyboard Pro, Toon Boom, Blender, Maya, Shot-Grid/Flow, Spread Sheets, Procreate and Traditional Art.