

NICK ADDUCCI

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170 Lakewood Dr., Oakland, TN 38060

DIRECTOR | STORY ARTIST | ANIMATOR

Reels: [Animation](#) | [Storyboards](#) | [Compositing](#)
[ArtStation](#) & [LinkedIn](#)

Skills

- After Effects
- Photoshop
- Premiere
- Jira/Scrum
- Spine
- Trapcode
- Illustrator
- Figma/Miro
- Animate
- Element 3D
- Unity
- Slack
- Maya
- DUIK Bassel
- Dragonframe
- Frame.io

Experience

FREELANCE ANIMATION DIRECTOR & STORY ARTIST

July 2009 - PRESENT | 15 YEARS EXPERIENCE

- Direct small teams in 2D & 2.5D animation pipelines. **Two award-winning projects (non-profit and commercial)**. Other responsibilities: pitch decks & style guides, boards/animations, character design/rigging, illustration, animation, and effects compositing. Efforts contributed to **12x regional audience engagement** for The JESUS Film Project.
- Design storyboards for game cinematics and produce animatics with rough sound design and key visual elements. **4 shipped titles & 1 slated for release.**
- Increase audience engagement with Illustrated and animated logos, promos, and other marketing elements for branding, game and gaming event promotion.

STORYBOARD ARTIST

TruPlay Games | September 2021 - February 2022

- Designed storyboards and animatics for game cinematics. Pivoted to character design, looping character animation, and a dialogue interface with Spine and Unity when direction shifted away from full cinematic sequences.

MOTION GRAPHIC ARTIST & ANIMATOR

Southeast Christian Church, Comm. Dept. | June 2015 - May 2021

- **Coordinated with 4 creative teams** to design, illustrate, and animate a variety of multimedia experiences (marketing kiosks, coordinated multi-screen presentations, social media, etc.). **Increased engagement with membership of 22,000 people and Louisville Metro.**

COMPOSITOR & LAYOUT ARTIST — “Archivo Cero” (animated web series)

The JESUS Film Project - Agape Films | March 2010 - September 2011

- Illustrated boards (2 eps) and cut animatics (7 eps).
- Designed camera layout, render passes, and lighting in Maya. Composited passes with effects for final look in After Effects using Trapcode (7 episodes).
- Character animator for a one character scene and a five character scene in Maya.

Education & Accolades

2008 | MEDIA ARTS & ANIMATION, B.S.
2014 | Storyboarding with Ian Abondo, CGMA

- Published Illustrator (*Bridges to Healing Series*)
- Winner of the 2016 Gold Pixie Award for “Ask Beatrice” commercial animation
- “Coming Home” (short film): Award of Merit, Best Shorts Competition - multiple nominations