

TRAVIS POLAD

ILLUSTRATOR / ANIMATOR

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EDUCATION

The Illinois Institute of Art - Schaumburg

Bachelor of Fine Arts in Media Arts & Animation (09/2013)

APPLICATIONS EXPERIENCE

3D Studio Max

After Effects

Flash

Illustrator

Photoshop

Premiere

Microsoft Office

Paint Tool Sai

Sony Vegas

WORK EXPERIENCE

Freelance Artist (01/2012 - Present)

Commissioned by Rooster Teeth Productions to design illustrations for playing cards based on the staff of Achievement Hunter (09/2013)

Created original poster design and sold rights to Rooster Teeth Productions to produce and sell at conventions and also through its online store (07/2012)

Commissions obtained from users on DeviantArt.com. Projects include designing cartoon characters, sketches, and illustrations

Legoland Discovery Center Chicago, Schaumburg, IL (12/2011 - Present)

Hired in Entertainment Department: Duties included operating rides and attractions, as well as entertaining and socializing with guests

Promoted to Special Operations 06/2012: Duties included teaching Lego building classes, maintaining party rooms, and socializing with guests

Promoted to Model Builder 11/2012: Duties include teaching Lego building classes, designing and building original Lego models for events, and maintaining Lego statues and dioramas

UNO's Chicago Bar & Grill, Schaumburg, IL (04/2010 - 11/2010)

Delivery Supervisor: Was responsible for charting delivery routes, hiring/firing of employees, ordering supplies, marketing, and scheduling for delivery team

Target, Schaumburg, IL (08/2006 - 10/2008)

Hired as Cart-Attendant, cross-trained in other positions including Sales Floor, Cashier, Backroom, Remodel Crew, and Cart-Attendant Team-Lead/Trainer

More extensive work history available upon request

ACCOMPLISHMENTS

Designed signs for Master Builder Academy classes at Legoland Discovery Center Chicago (02/2014)

Participated as invited guest on Ubisoft's "Assassin's Creed" podcast (10/2011)

Won nationwide video contest sponsored by Ubisoft by utilizing a combination of 2D art, writing, costuming, acting, video editing, and directing. Objective was to describe the storylines of the first three "Assassin's Creed" video games in under one minute (09/2011)