

Resume for Israel "Izzy" Long

Motion & Title Design for Broadcast - Film - Digital Signage - Web


7741 Chanhassen Rd. #351 Chanhassen, MN 55317 - 952-200-2472 - ragecg@gmail.com

View my Current Motion Reel Online @ www.ragecg.com

OBJECTIVE ++

To work with talented designers in the Broadcast, Film, Digital Signage or Web Animation Industry making good use of my passion and 10+ years experience.

ACCOLADES ++

- My work has been seen from the Vegas Strip & Times Square, to Sports Stadiums, TV and the Web.
- 2009 Digital Signage Expo APEX Award Winner (Sprint - Lucas Oil Stadium)
- 2008 Digital Signage Expo EAST Content Award Winner (Las Vegas Convention Center)
- Former Co-Manager of the Minnesota Adobe After Effects User Group 

EXPERIENCE ++

Freelance Broadcast Motion Designer

[row27](#) 3+ months (Aug. - Nov. 09)

- Broadcast 3D & 2D Motion Graphics & Stadium Jumbotron Graphics for NCAA Football and Basketball.

Design Manager / Senior Designer

Wireless Ronin Tech. Inc. 4.5 years (April 2004 - Nov. 2008)

- Supervised, directed, and approved HD digital signage spots for 3 award-winning motion designers.
- Creatively solved motion graphics & project logistics problems daily.
- Responsible for large motion graphics packages/toolkits for tradeshow such as the 2008 Digital Signage Expo in Las Vegas (LVCVA) (20+ 1-2 minute HD DV spots, & 1 interactive flash-based kiosk)
- Instructed team on proper use of video codec formats, application, encoding/transcoding, color space issues, etc.
- Suggested, helped to implement, and instructed my team to use the 12-node QUBE renderfarm.
- Performed Monthly Team Billing reports.

Video Instructor, Maya Dynamics & Effects Forum Moderator

Simplymaya.com 9 years part time (July 2000 - Jan. 2009)

- Video/DVD Instruction & Dynamics and Effects Forum moderation.

Lead 3D Animator

Ulysses netSolutions 2 years (Sept. 1998 - Sept. 2000)

- Corporate Design & Graphics, Branding, Flash Animation, and DV.
- Part of a 2-person team that created the 9-member Art / Multimedia Department.

SOFTWARE KNOWLEDGE ++

Adobe Suite: (Advanced) - **Final Cut Pro** - **Cinema4D** - **Maya** - **QUBE** - **Fusion 5+** (Int)

Boujou - **PFTrack** - **Mocha & Motor** - **OS:** Windows & Mac

TECHNICAL KNOWLEDGE ++

- 3D/2D Motion Graphics - 3D/2D Tracking/Matchmoving - Roto - Compositing - Keying - Color Correction - Offline Grading - Rig Removal & Scene cleanup - 2d/3d Particle Animation - 2d/3d Matte Projection and Set Extension

EDUCATION ++

- Film/35mm Sync-sound - MCC Minneapolis, 91-92
- Self-Taught Motion Design and 3D Animation since 1997.
- FXPhd Jan. 2009 term. (1/12 - 3/30)

References and Letter of Recommendation Available Upon Request