

MICHAEL BARRETT

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SUMMARY OF QUALIFICATIONS

- 20 years experience in a variety of broadcast design, 2D and 3D animation, graphic design and print positions.
- Proficient in Adobe After Effects, Photoshop, Illustrator, Cinema 4D, Maya, Final Cut Pro and Pro Tools software.
- Experience with high-definition Apple workflows, X-San/X-Raid system networking and render farm administration.
- Full knowledge of four-color printing process, digital pre-press, web design and new media formats.
- Development of corporate identities and brands, including logos, new media, signage, websites and print advertising.
- Ability to successfully juggle many design projects under short deadlines, handling feedback from several sources.
- Fine arts background with strong understanding of design trends, typography, illustration and color theory.

PREVIOUS EXPERIENCE

NEW ENGLAND SPORTS NETWORK • Sr. Broadcast Designer • Watertown, MA • 5/06 - Present

Design and animation of on-air high-definition 2D and 3D graphics for live sports broadcasts and original programs. Responsibilities include creation of show opens, score lines, Chyron Duet insert graphics, network IDs, promos, lower third IDs, transitions, interstitials, set design, virtual set design, bottom-line ticker and DVD authoring. Successful migration from SD to HD graphics workflow along with full redesign of NESN's Boston Red Sox and Boston Bruins live sports broadcasts, including pre-game, in-game and post-game coverage. Successfully implemented and administrated creative department render farm and 3D render network, using Apple QMaster, After Effects watch folder and Cinema 4D Net Render Unlimited. Won an Emmy award for Boston Bruins Hockey game open.

CMT/MTV NETWORKS • Broadcast Designer/Animator • Nashville, TN • 4/03 - 5/06

Broadcast Designer/Animator working in-house to create numerous on-air graphic packages and animations for Country Music Television. Intensive work in Adobe After Effects, Final Cut Pro, Photoshop and Illustrator to create network ID spots, stunt weekends, show packages and large-scale live concert events, including the 2005 Miss America Pageant. Many responsibilities working closely with design team, art director and creative director, taking projects from concept to completion. Experience incorporating, implementing and expanding an entire network redesign from LA-based design company Troika.

NICKELODEON/NICK JR./NICK AT NITE • Designer/Animator • New York, NY • 9/00 - 7/02

Creation of on-air graphics and animations for television broadcast. Preparation of logos, footage boxes, storyboards, animated on-air bugs, stunt weekend graphics and full promo spots. Position required working closely with other team members, art directors, creative directors, producers and writers to create fun, dynamic, funky and imaginative motion graphics for television. Working knowledge of the entire Nickelodeon brand, including Nick at Nite, Nick Jr., TeenNick and Nicktoons. Ability to storyboard, design, animate and render an entire spot in-house.

BAYARD ADVERTISING • Graphic Designer • New York, NY • 1/98 - 9/00

Full-time designer in Manhattan advertising agency specializing in recruitment advertising for national newspapers. Design and production of ads for corporations with staffing needs. Heavy use of Quark and Photoshop to meet short deadlines for various account executives, art directors and clients. Clients include Panasonic, Hertz, Loomis Fargo, Olsten Health Services, Greyhound, Enterprise and The New York Times.

SEVEN DAYS NEWSPAPER • Art Director/Designer/Illustrator • Burlington, VT • 5/97 - 11/97

Design and production of weekly arts newspaper in Burlington, VT. Responsible for building stories, layout, photo preparation and creation of ads for local businesses under tight deadlines. Heavy use of typography skills using Quark, Photoshop and Illustrator. Organization of many design projects at once, pleasing the varied tastes and demands of advertisers, sales people and editors.

PREVIOUS EXPERIENCE (CONTINUED)

GRIFFIN GRAPHICS, INC • Designer/Illustrator • Burlington, VT • 9/95 - 3/97

Design, development and production for numerous national food clients, including Bruegger's Bagel Bakery, Cabot of Vermont, Rondeli, McKenzie of Vermont and All Season's Kitchen. Development of numerous supermarket product lines, displays, trucks, store designs, logos, packaging and signage. Responsible for print shop coordination, client relations, production supervision, file storage, taking projects from concept to completion. Other clients: Peregrine Outfitters, Stowe Ski Resort, Redstone Commercial Group, Lake Champlain Chocolates, Ancient Graffiti, Gourmet Art of Vermont, Blue Q Greeting Cards and Burlington City Arts.

MICHAEL BARRETT, FREELANCE • Freelance Artwork Business • 5/88 - Present

Personal graphic design business. Clients include Blue Wave Advertising, Phish Dry Goods, The University of Vermont, Direct Results, Ski Rack, Underground Antiques, Vermont Pasta, Sweet Energy, Tempo Home Furnishings, Vermont Times/Vox, Champions Tavern. Silkscreen poster design, CD and LP record packaging for many bands, including The Ladybug Transistor, The Essex Green, Guppyboy, The Sixth Great Lake, Zola Turn, Chin Ho!, Eef, James Kochalka Superstar, Baby's Nickel Bag, Starlight Conspiracy, My Own Sweet, Invisible Jet and Angus Maclise.

EDUCATION

UNIVERSITY OF VERMONT • 1988 - 1992. Bachelor of Fine Arts.

Major: Studio Art Minor: Art History Design internship: Perez/Griffin Graphics

RHODE ISLAND SCHOOL OF DESIGN

2008 Summer Studies. 3D Animation with Maya. 3D modeling, character animation, lighting and rendering.

RELATED EXPERIENCE

Audio recording, mixing and sound design skills (Pro Tools, Soundtrack Pro), website design (Dreamweaver, Flash), film/video direction and editing, silkscreen, painting, photography, copywriting, songwriting.

AWARDS

BOSTON/NEW ENGLAND EMMY AWARD: Outstanding Graphic Arts Program, 2007 Boston Bruins Game Open.

5 TELLY AWARDS: Boston Red Sox Game Open, The Remys show open, Red Sox Hot Stove show open, Rubber Biscuit show open, "What If?" promo campaign.