



Sam Tanberg

Designer, Animator

I am a highly-motivated designer with an eye for detail. Currently looking for opportunities to grow my design experience in a fast-paced, positive environment that could use my unique problem-solving skills.

Education

University of Wisconsin- Stout

- BFA in Entertainment Design
- Concentration in Animation
- Graduated August 2021

Pre-graduation Work

UW-Stout Chapter: Tea Time Animation

Role: Secretary

April 2018 - January 2020

- took notes at every meeting
- provided feedback and advice during board meetings
- helped run group meetings and events
- represented the organization at studio visits and outreach events

Role: President

January 2020 - May 2021

- led planning and running of club meetings
- gave feedback and advice on the group, personal projects, and professionalism
- coordinated behind-the-scenes upkeep of the club such as budgeting and space rentals
- moderated separate group Discord server

Design Skills

- Principles of Animation
- Graphic Design
- Color Theory
- Principles of Design

Programs Known

- Adobe Suite (Animate, Photoshop, Illustrator, Indesign, Premiere, Audition, AfterEffects)
- Autodesk Maya
- Basic understanding of HTML, CSS

Work Experience

Field Experience: Brown-Ullstrup

Performing Arts Foundation

Role: Marketing Consultant

June 2021 - August 2021

- analyzed current brand to find strengths and weaknesses
- developed a new logo with alternate versions
- devised a more modern color scheme and brand identity
- created a guidebook as reference for future creative additions

Brown-Ullstrup

Performing Arts Foundation

Role: Marketing Coordinator, Content

Administrator

October 2023 - Present

- update site's information
- establish style rules
- consolidate information, reduce clutter, and refine content
- maximize viewer retention
- upgrade archive
- add new events

National Audio Theatre Festivals

December 2022

Role: Graphic Designer

- assessed brand and previous logo
- altered logo while keeping the style intact