

Sam Tanberg Animator

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Objective

Currently searching for a full time position in the entertainment/advertising industry. Specializing in 2D animation programs.

Education

University of Wisconsin-Stout

-BFA in Entertainment Design

-Concentration in Animation

-Graduated August 2021

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

UW-Stout Chapter: Tea Time Animation

Role: President

January 2020 - May 2021

-led planning and running of club meet-

ings

-gave feedback and advice on the group, personal projects, and

professionalism

Design Skills

-Principles of Animation

-Graphic Design

-Color Theory

-Principles of Design

-Gestalt

Programs Known

Adobe

Animate

Photoshop

Illustrator

Indesign

Premiere

Audition

AfterEffects

Autodesk

Maya

Other Jobs

Dick's Fresh Market, River Falls WI

August 2021 - April 2022

-helped maintain a clean and visually

pleasing display of produce

-worked with local shipping companies

to unload product

-interacted with customers to ensure

their satisfaction

-bagged and unloaded groceries into

various customers' cars

-prepared and served fresh food in the

deli section

UW-Stout Dorm Maintenance

June 2019 - June 2021

-oversaw five seperate buildings with

100 - 150 rooms each

-helped ensure that each dorm room

was fully functional and safe

-found solutions to every problem in the

rooms

-displayed an excitement for learning new skills and problem-solving