

Eve Weinberg

EDUCATION & ACCOLADES

Washington University in St. Louis: School of Art
BFA Visual Communications: Illustration, 2004
GPA: 3.46; Dean's List

School of Visual Arts - continuing education
Animation as a Fine Arts Medium, Winter class 2008

I use these programs:

After Effects, Illustrator, Photoshop, InDesign,
Dreamweaver, Flash, Cinema 4D

Winner:

2 HUGO Silver Medals 2007
BDA/Promax Rocket Award 2007
Agirlstory.org - FWA Site of the day 2010

PLEASE VIEW MY ONLINE PORTFOLIO:

WWW.EVEJWEINBERG.COM

evejweinberg@gmail.com
314.749.0575 (cell)
52 E 7th st. #15
New York, NY 10003

WORK WORK WORK

Never Odd or Even, LLC, New York, NY → Owner & Art Director 10/09 – Present

I started my own company in 2009. We specialize in motion design, illustrative storytelling, and strong concepts. It's been a fun year full of pitching, filming, designing, wining, and dining.

Brand New School, NYC → Designer & Animator 10/08 – 10/09

As a designer and animator, I work in all areas of the creative project: concept development, design, typographic development, and animation. Brand New School focuses mainly on TV Commercials with a stylistic range from live action paired with photoreal visual effects, to completely hand drawn environments.

Self Employed, Los Angeles, CA → Freelance Designer & Animator 11/07 – 8/08

I worked for a variety of animation companies on projects such as TV commercials, film titles, broadcast packages, music videos, and cinematic graphics. My strengths are concept development, illustration, and type exploration. The companies I freelanced for are yU+co, Superfad, Imaginary Forces, and Stardust.

Optimus, Chicago, IL → Designer & Animator 9/05 – 10/07

Optimus is a full-service post house offering editorial, motion graphics, visual effects, and color correction. As a designer in the motion graphics department, I worked directly with agency clients on end tags, effects over footage, typography, and full graphic spots. I was on a team of 5 designers who would work collaboratively or individually. It was a fast paced environment with multifarious requests from clients, who were often on site waiting for results.

Shure Products, Chicago, IL → Graphic Designer & Illustrator 7/04 – 9/05

Shure Products is a toy manufacturer with an in-house design and development department. My duties included package design, book design, research, illustration, prepping files for print, and creating prototypes. With a 4 person design department, each designer had to be capable of all aspects of design. My strengths were drawing, concepting new products, and typography.