

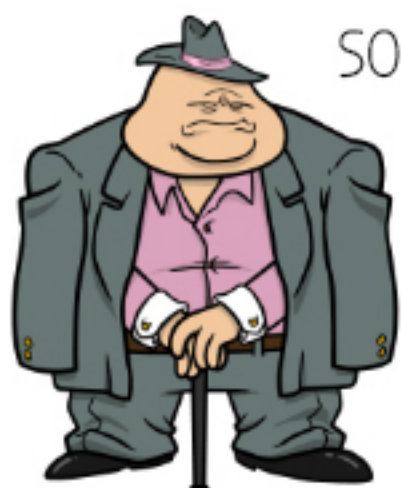
# ***PAUL BLAIR!***

## 2022 PROPS AND ASSETS PORTFOLIO

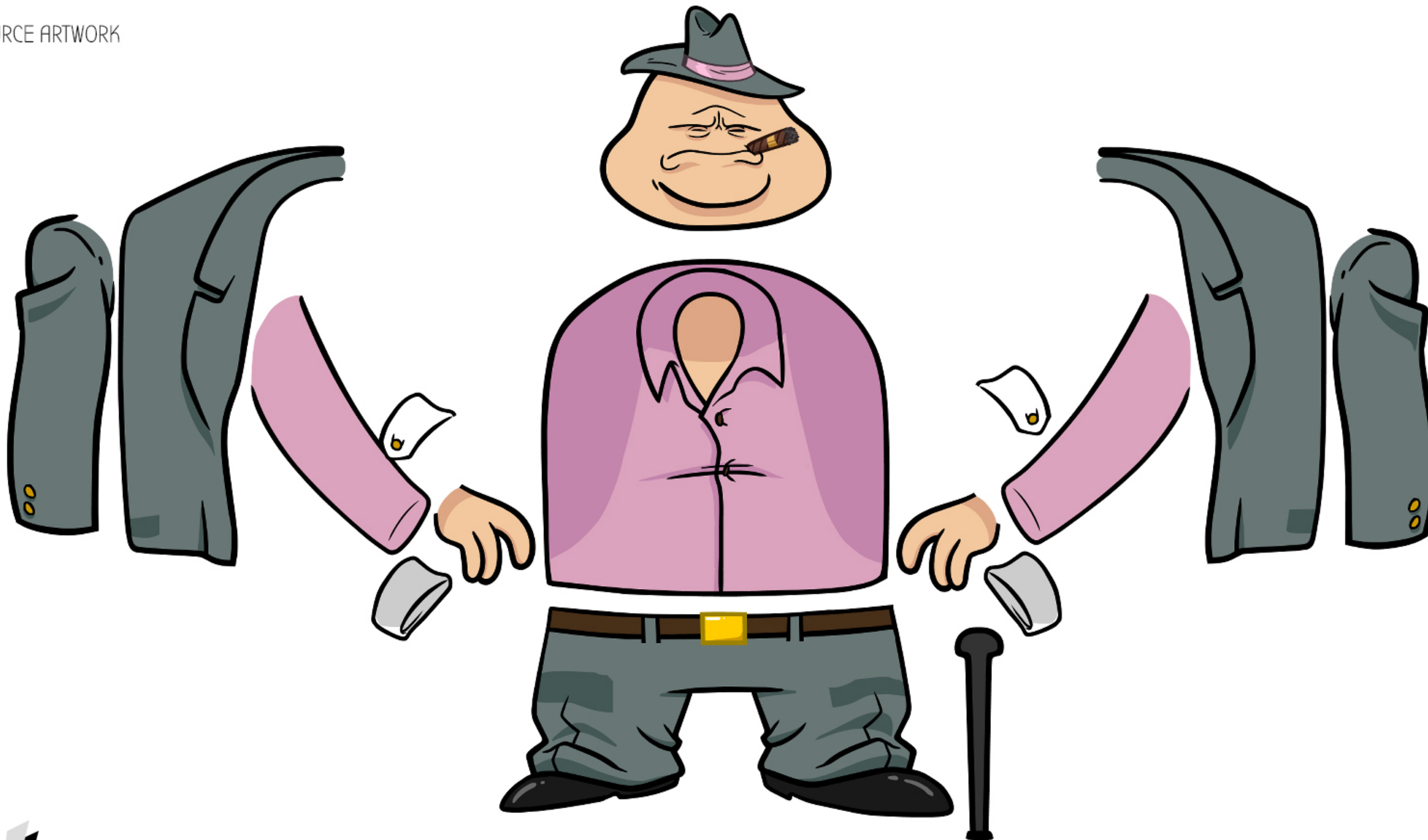
248.508.0567

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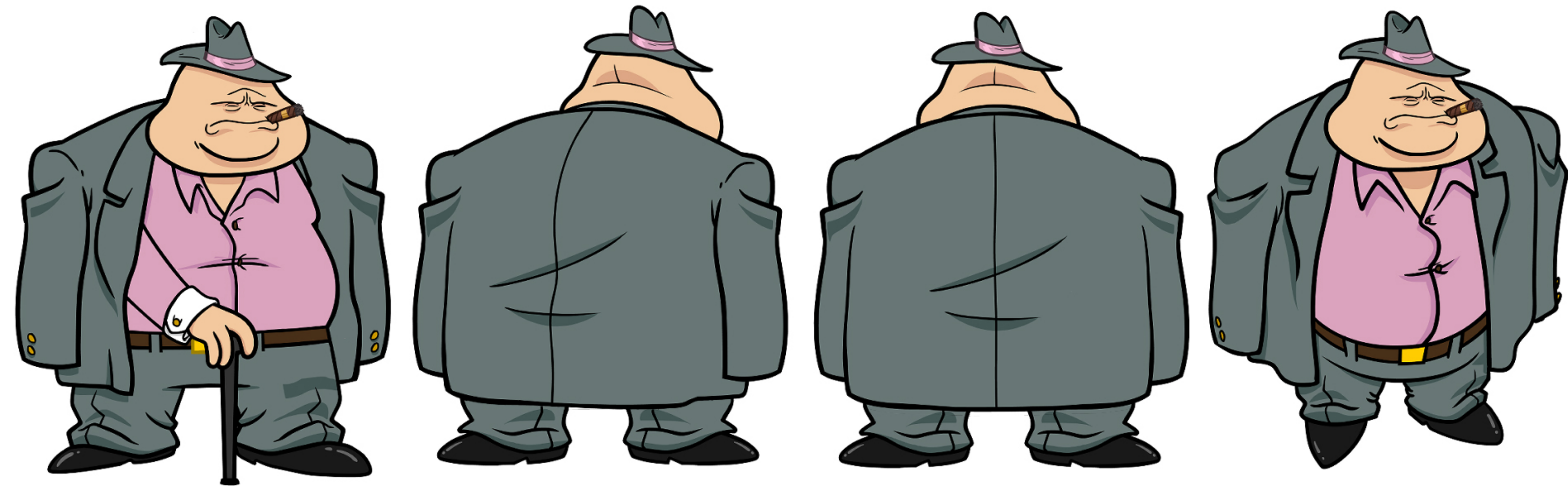
SOURCE ARTWORK



FATTY BONES MALONE

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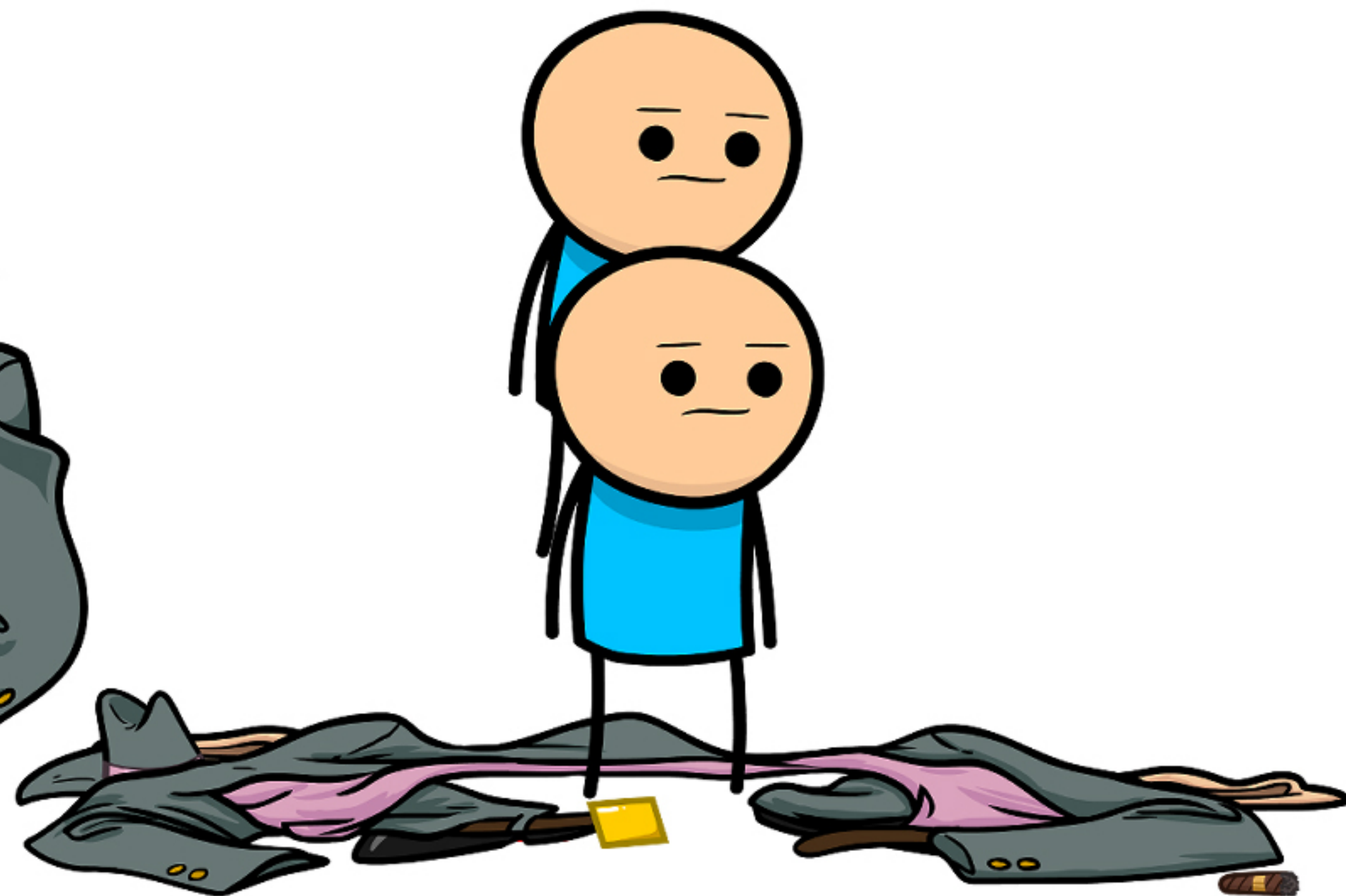
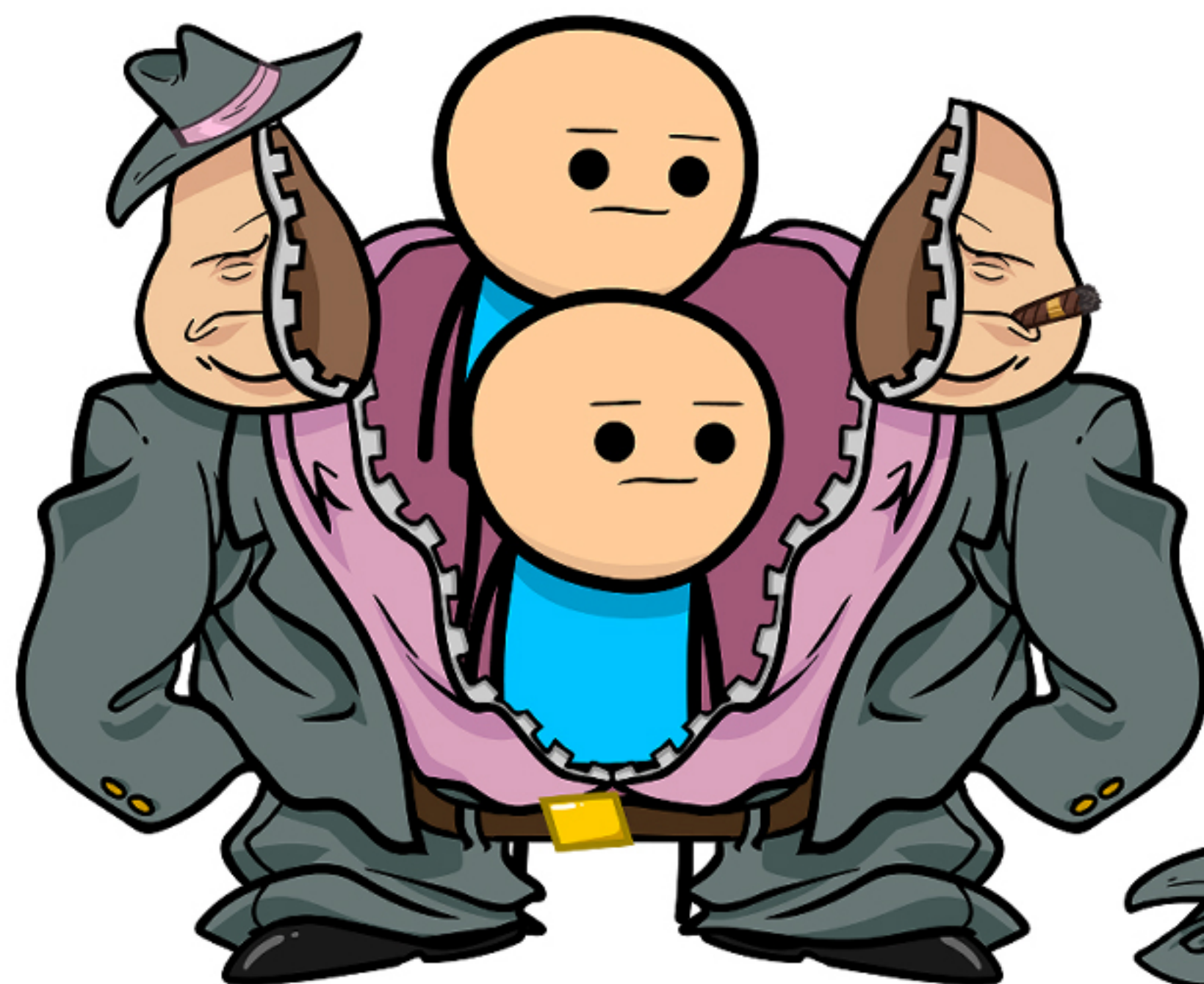
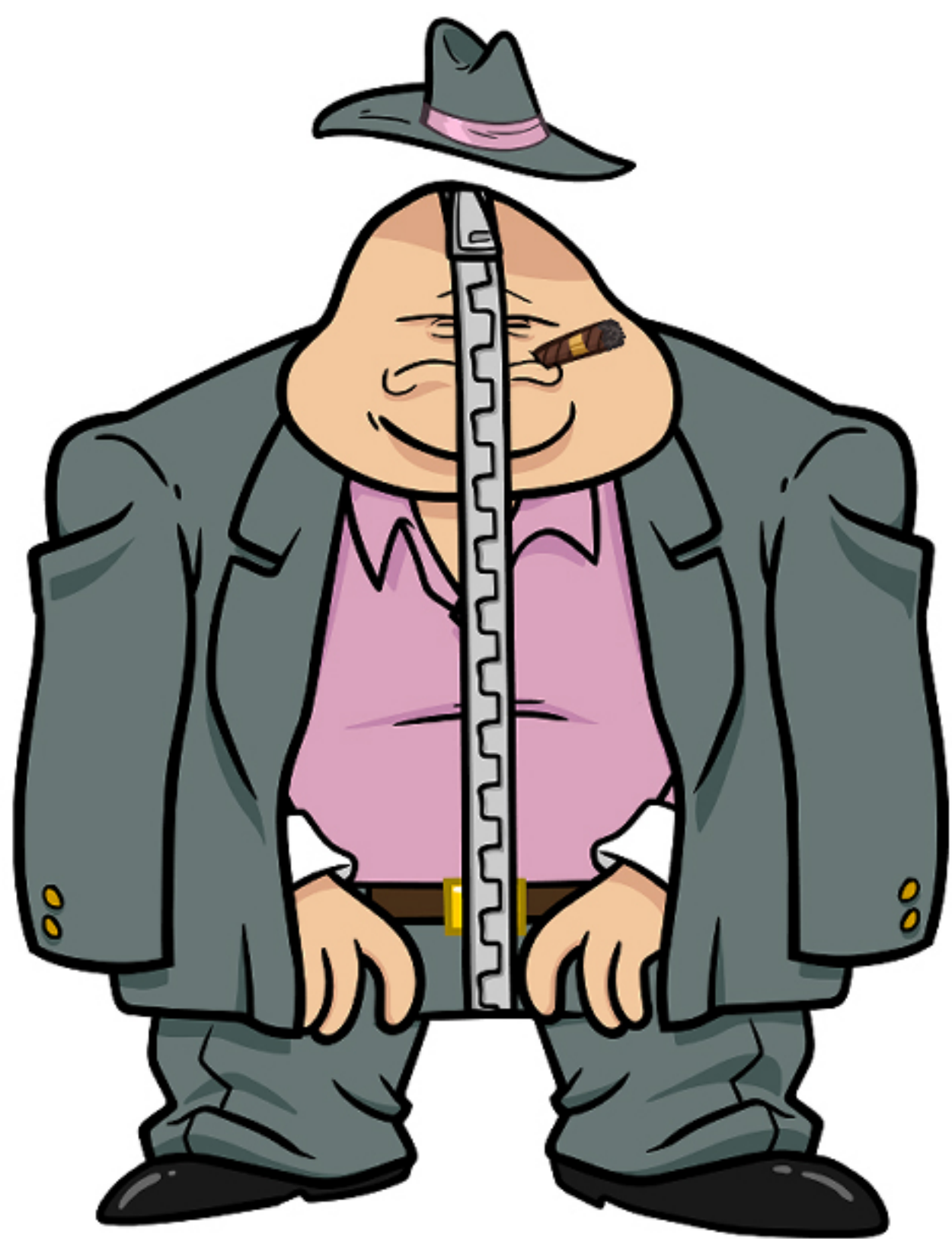




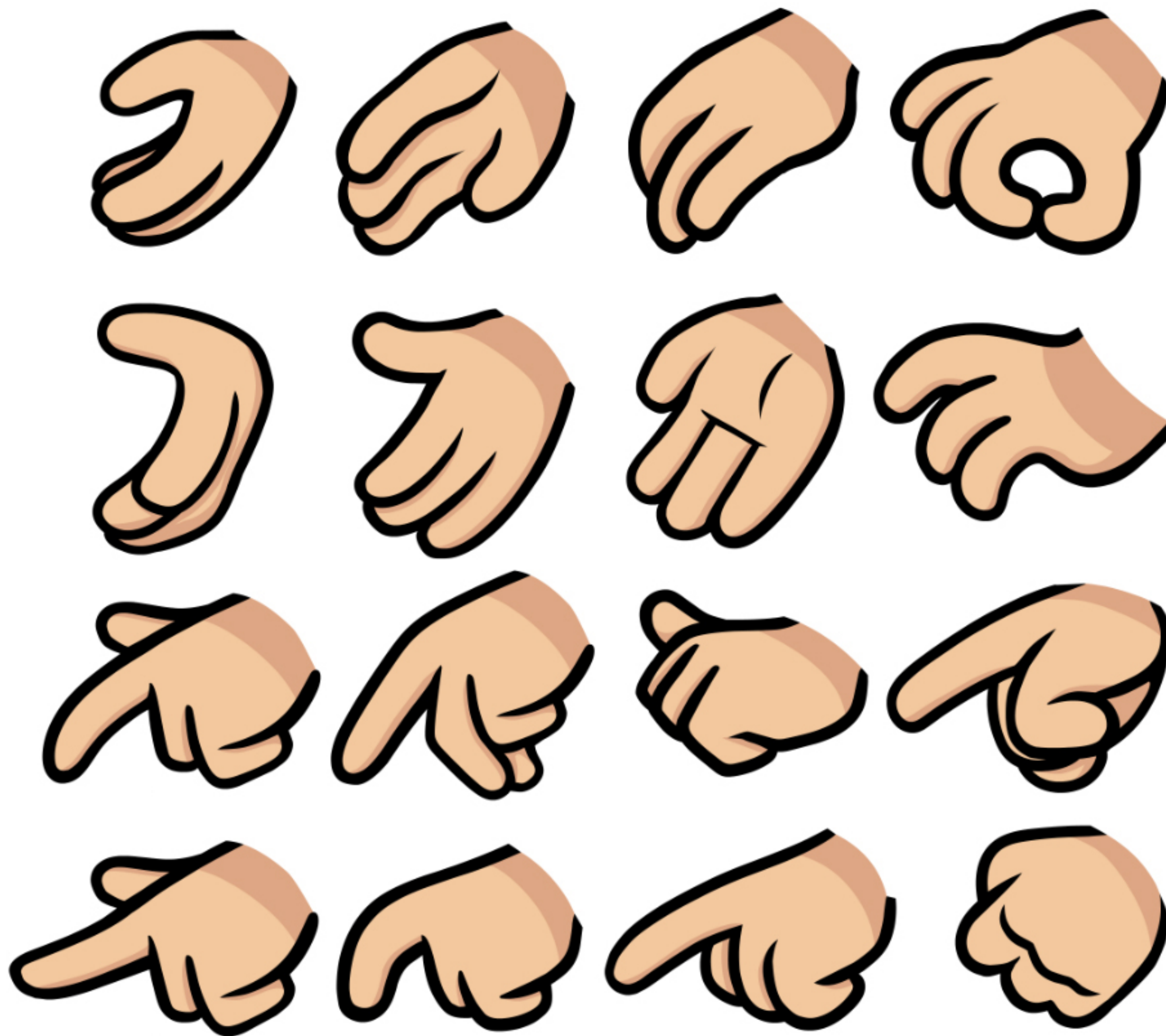
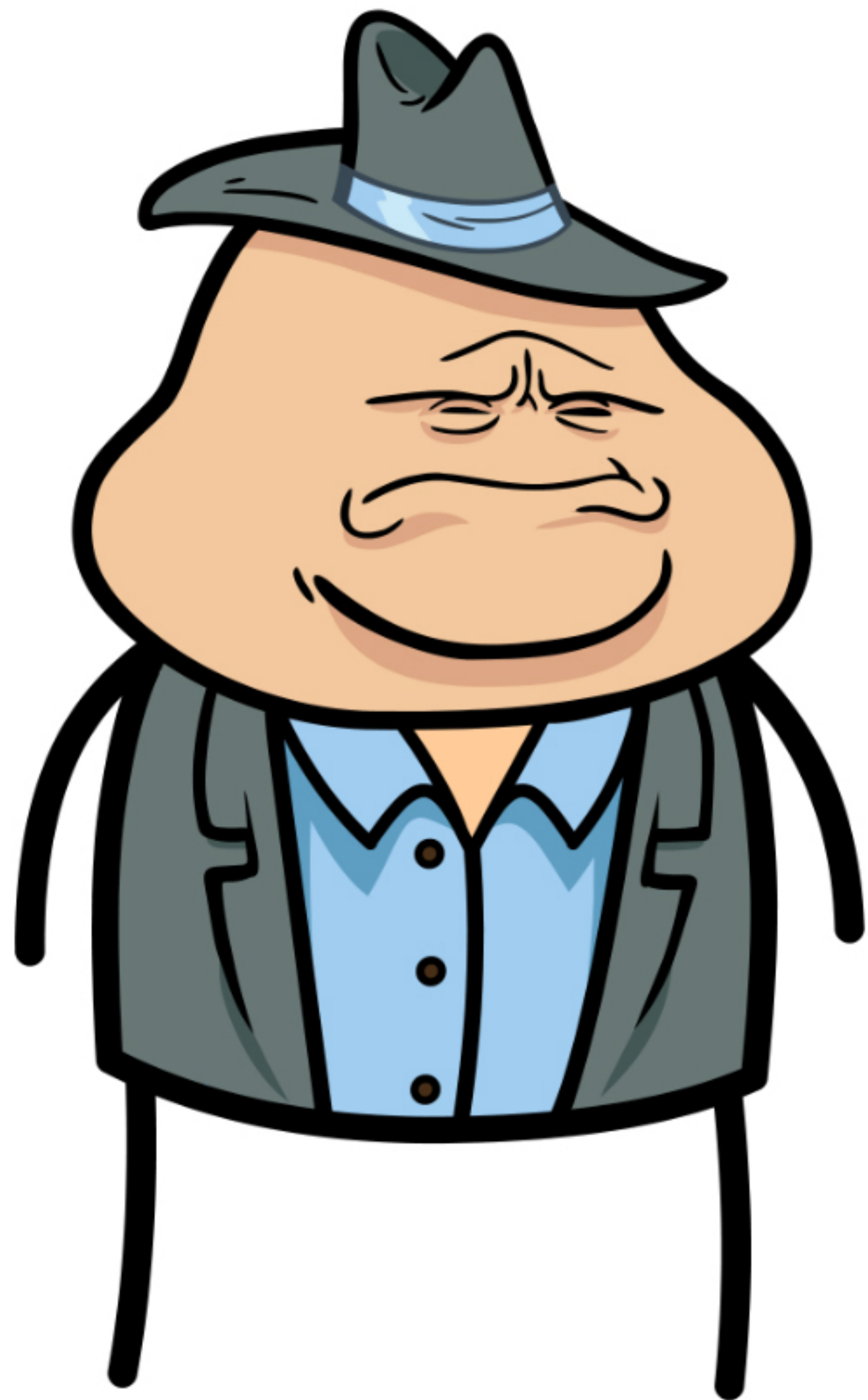
FATTY BONES MALONE

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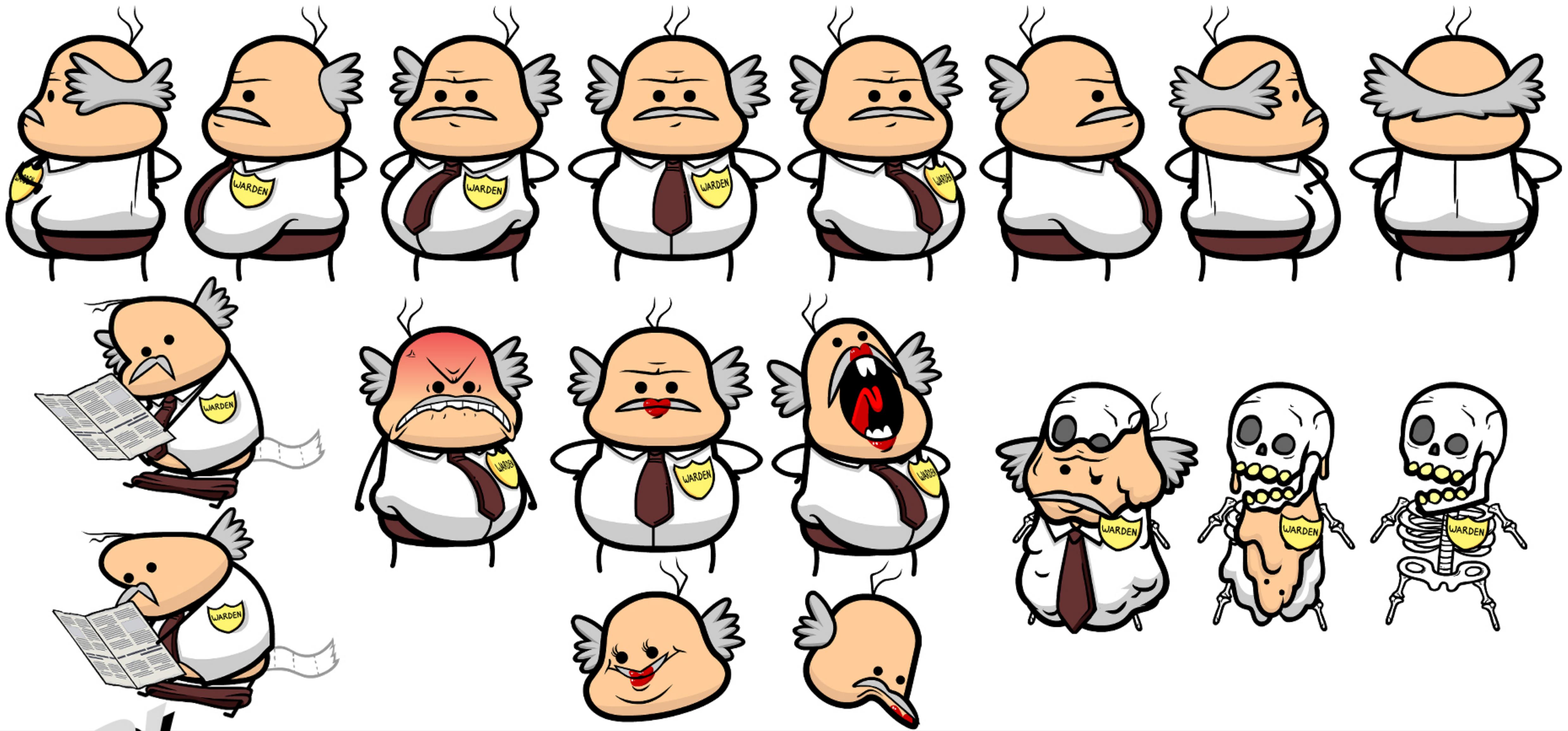










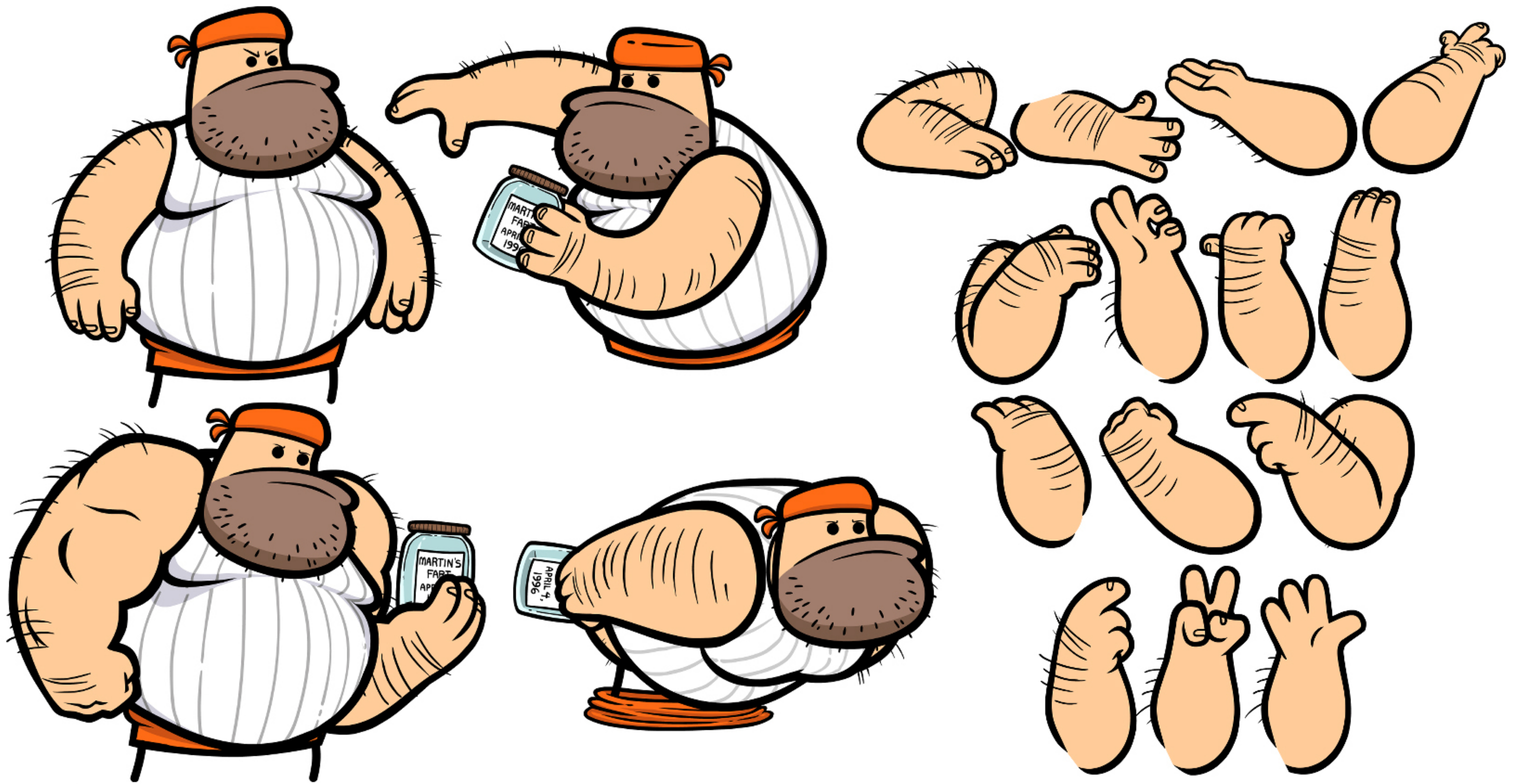


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THE WARDEN

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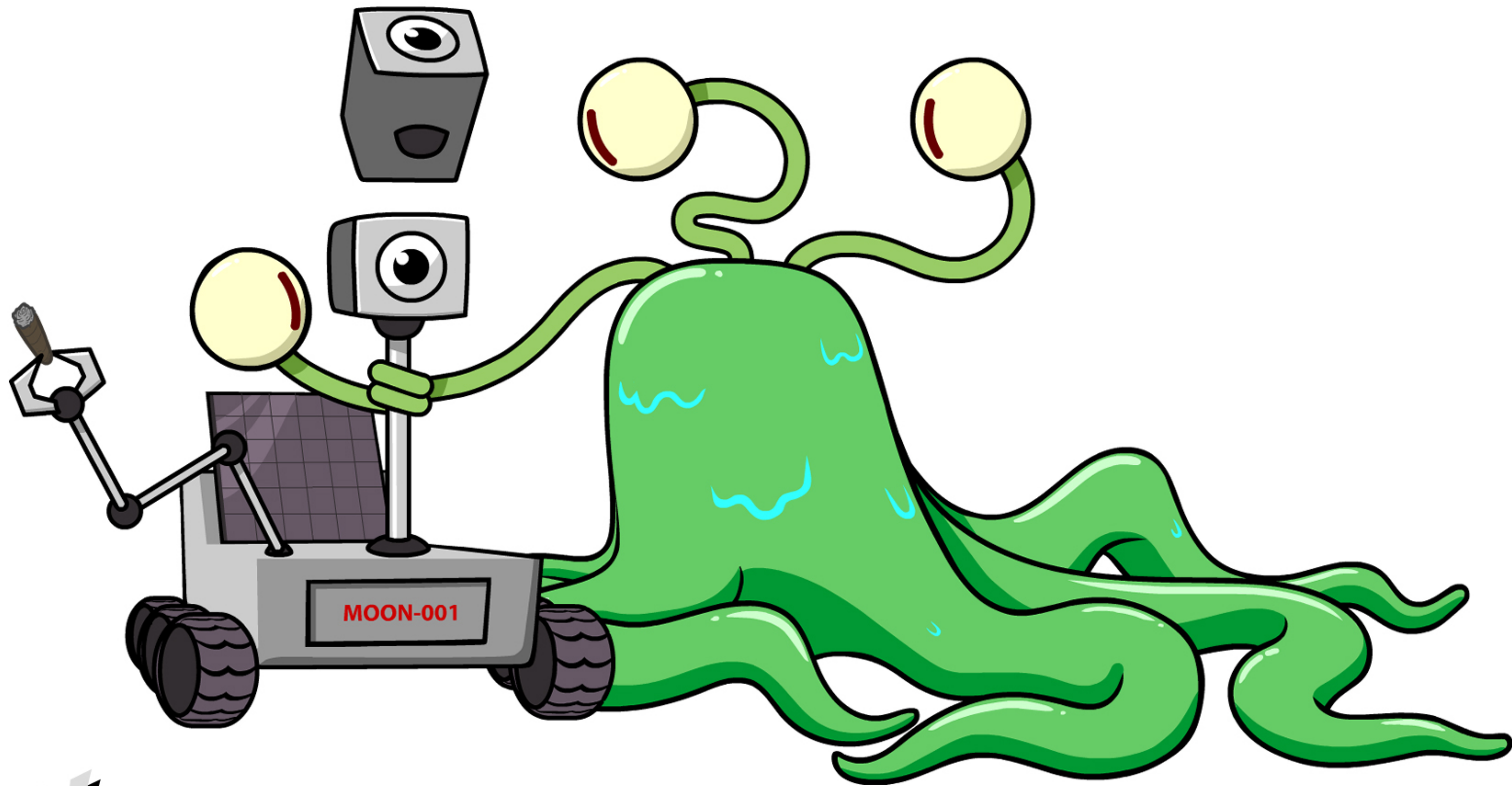


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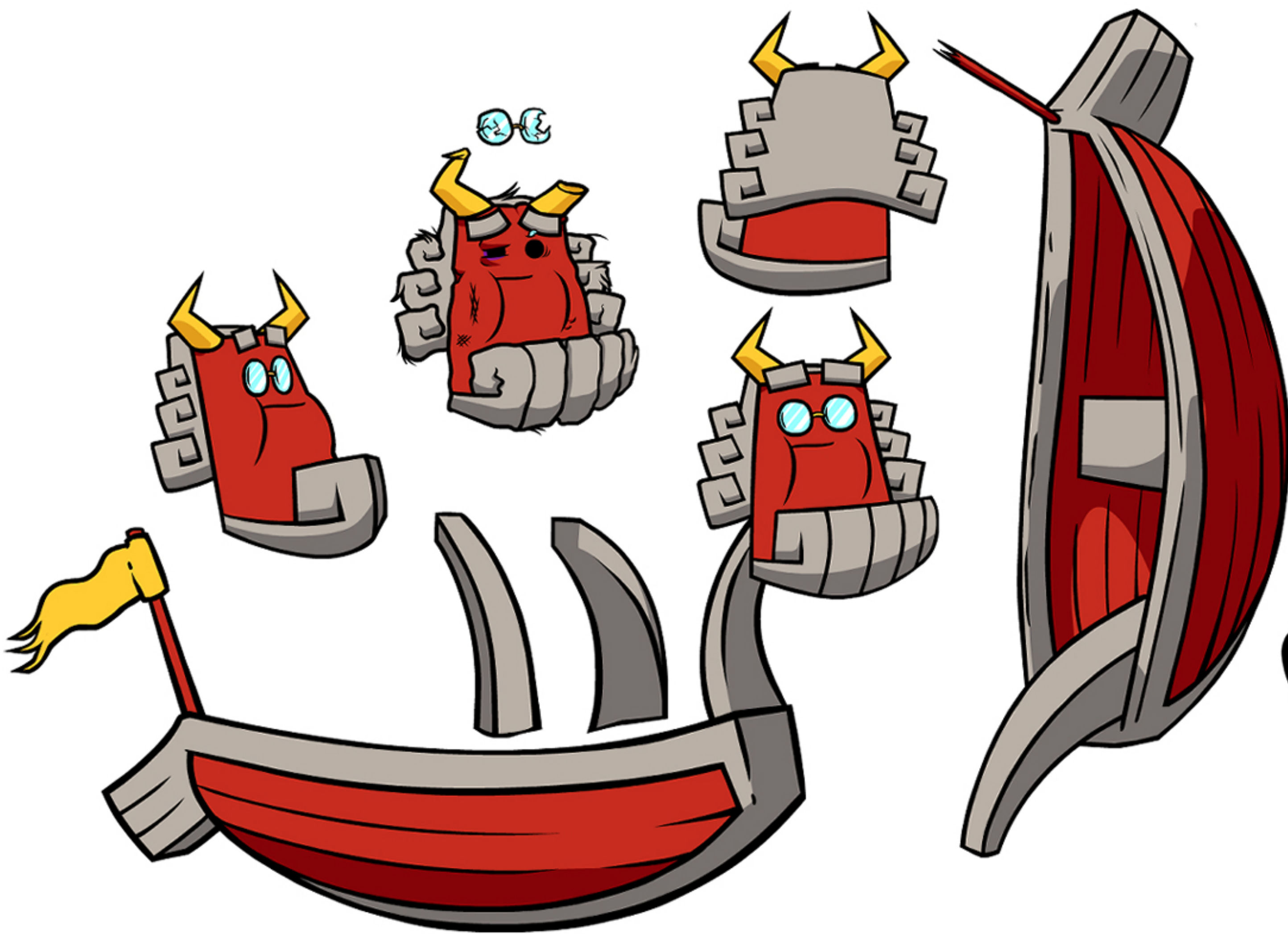
TOILET WINE TERRY

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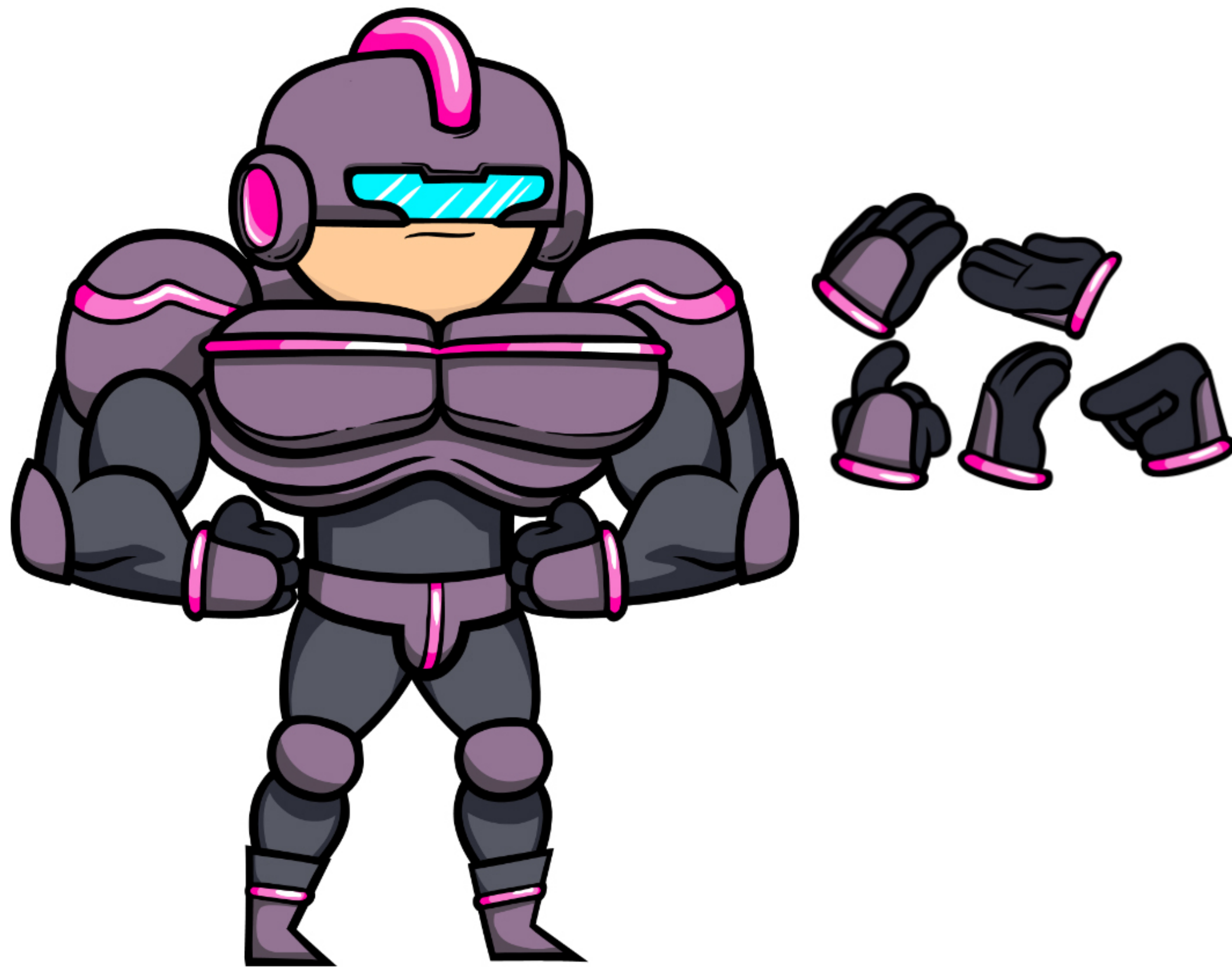


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ORC AND BOAT KING

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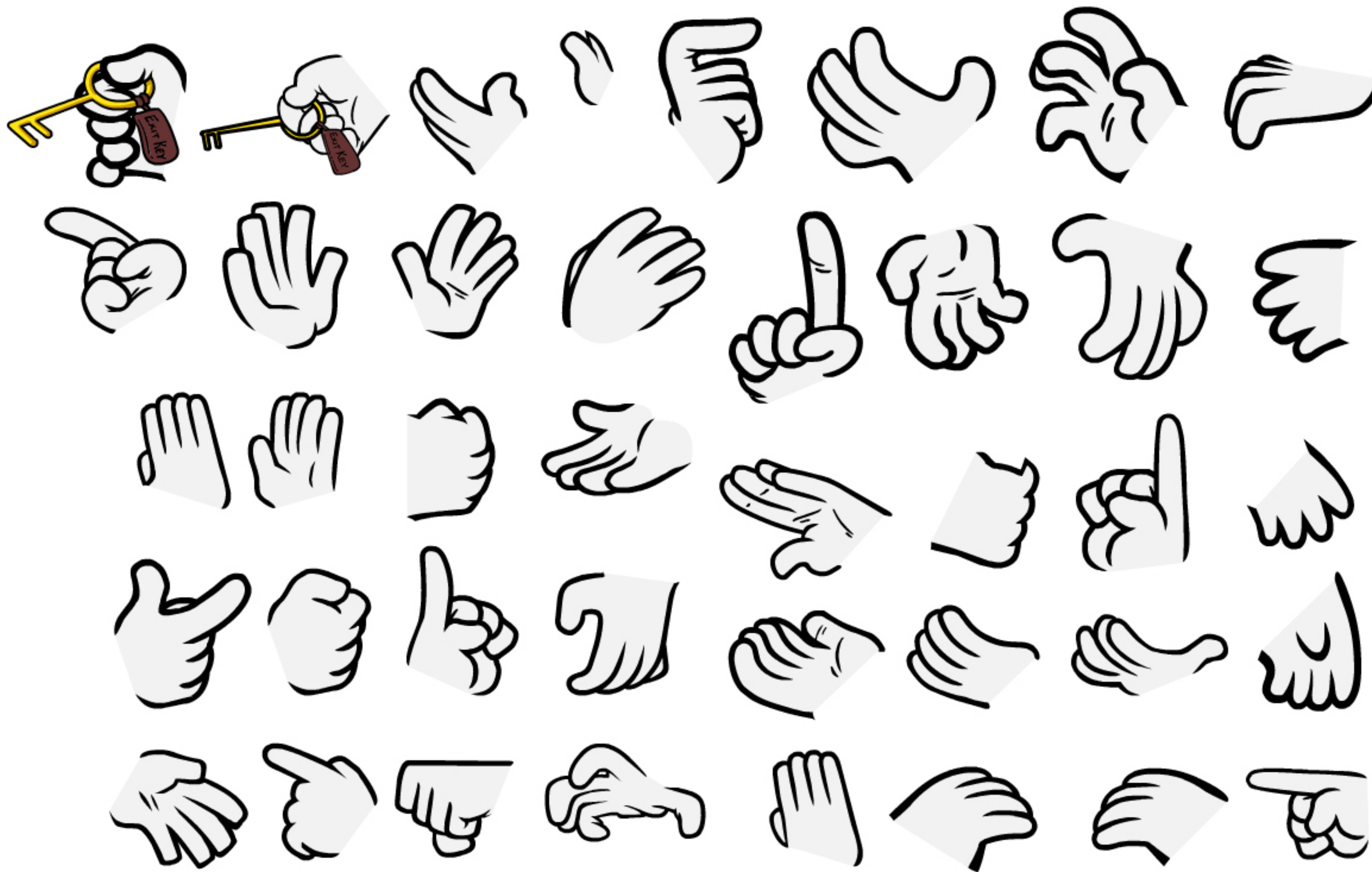








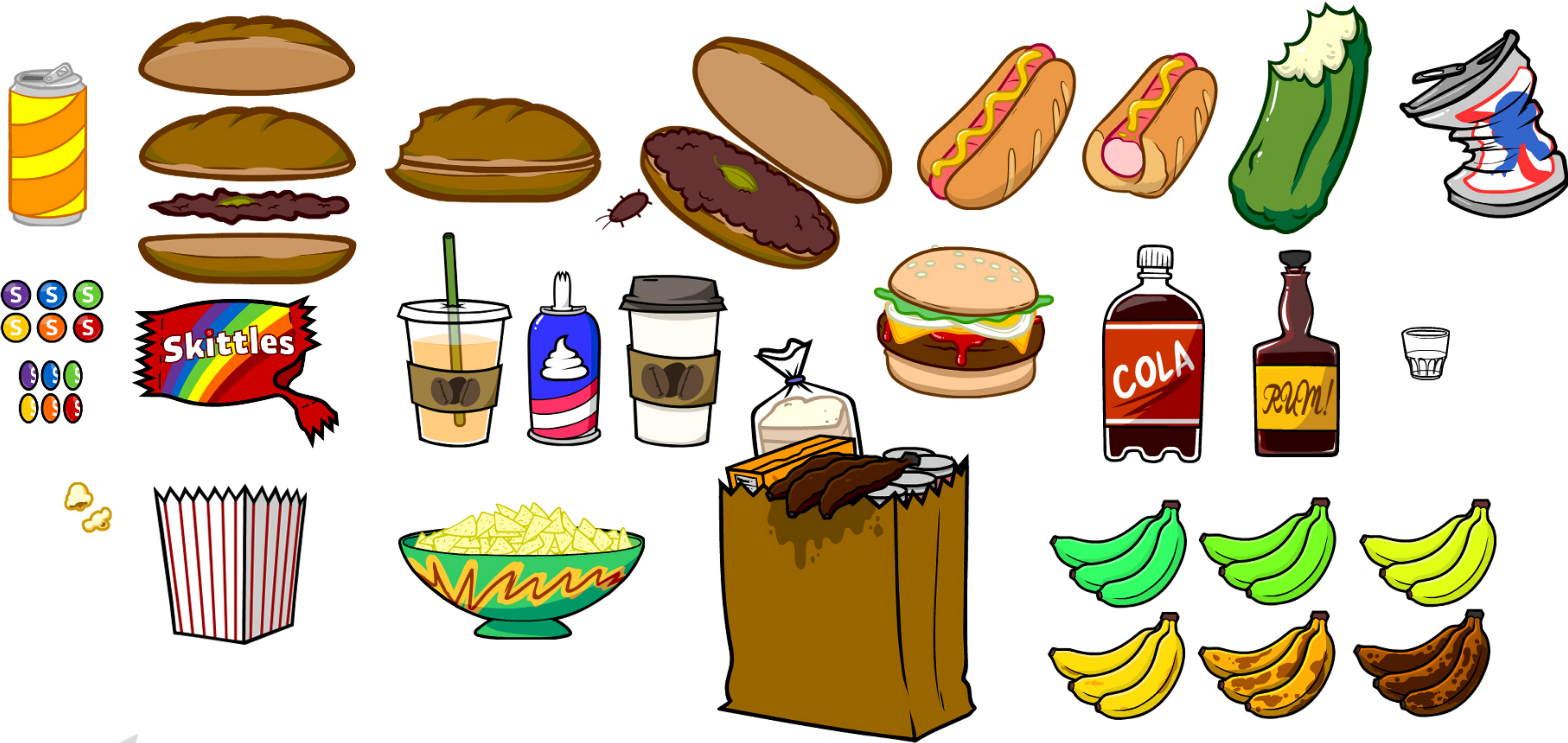




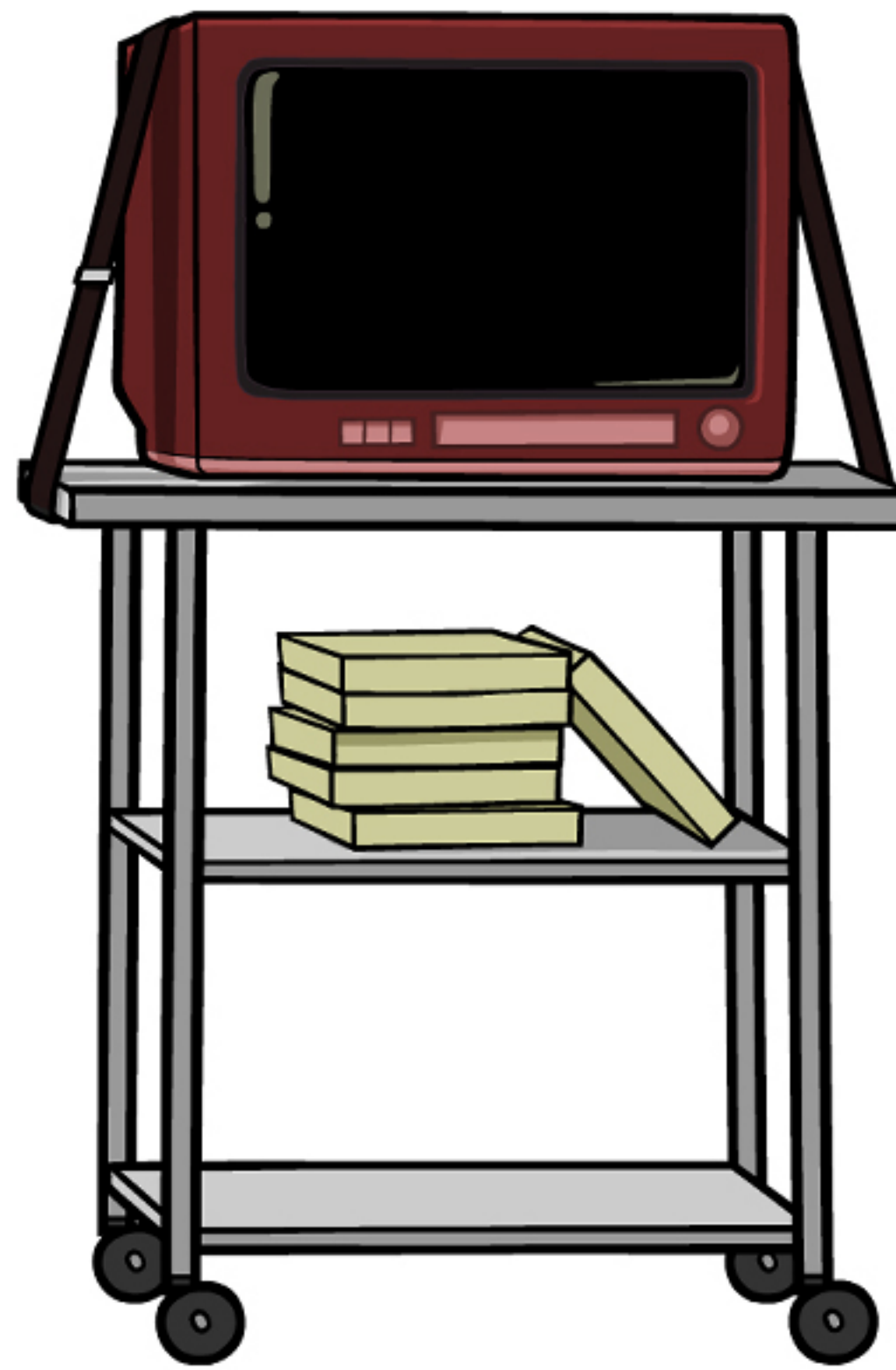
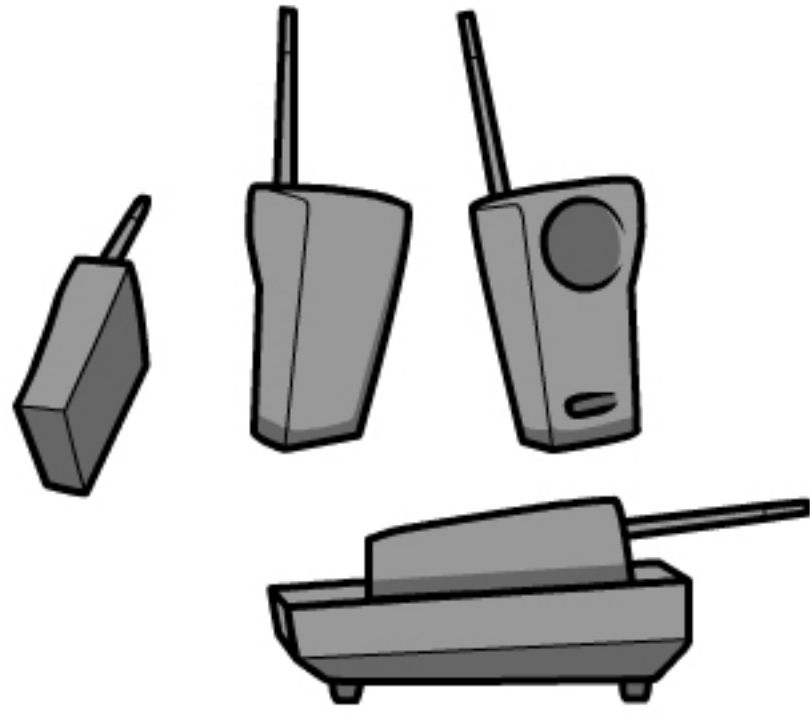




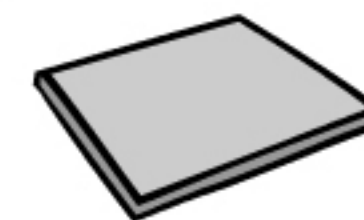
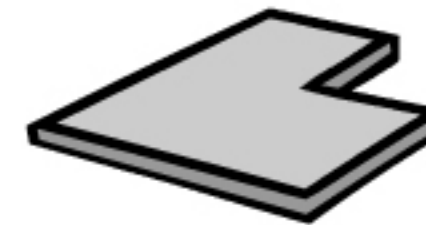
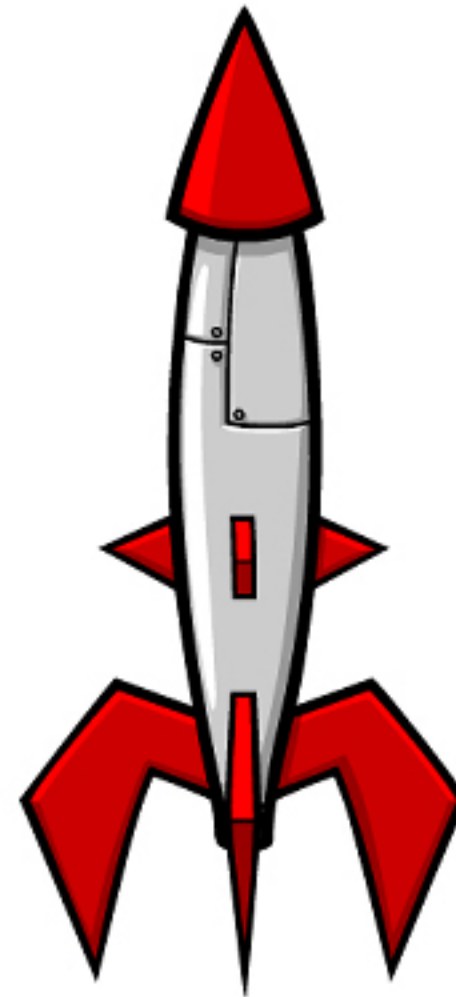
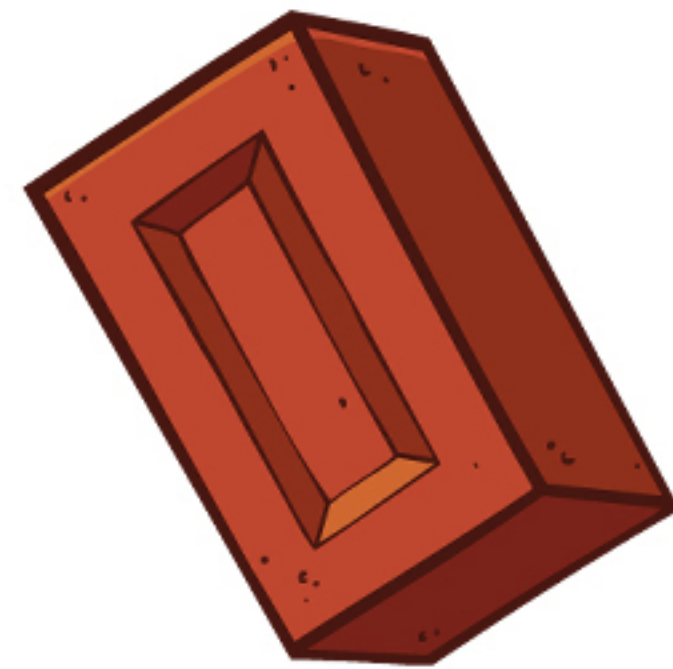
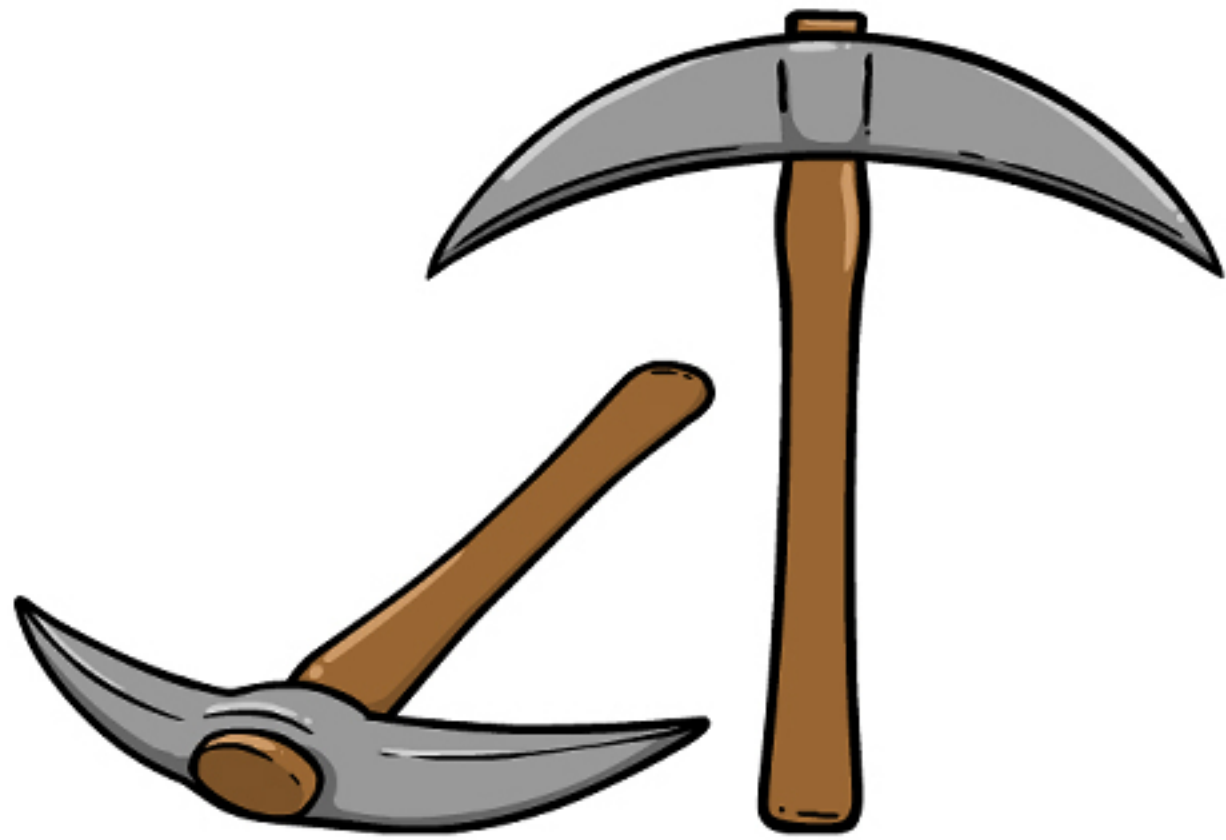
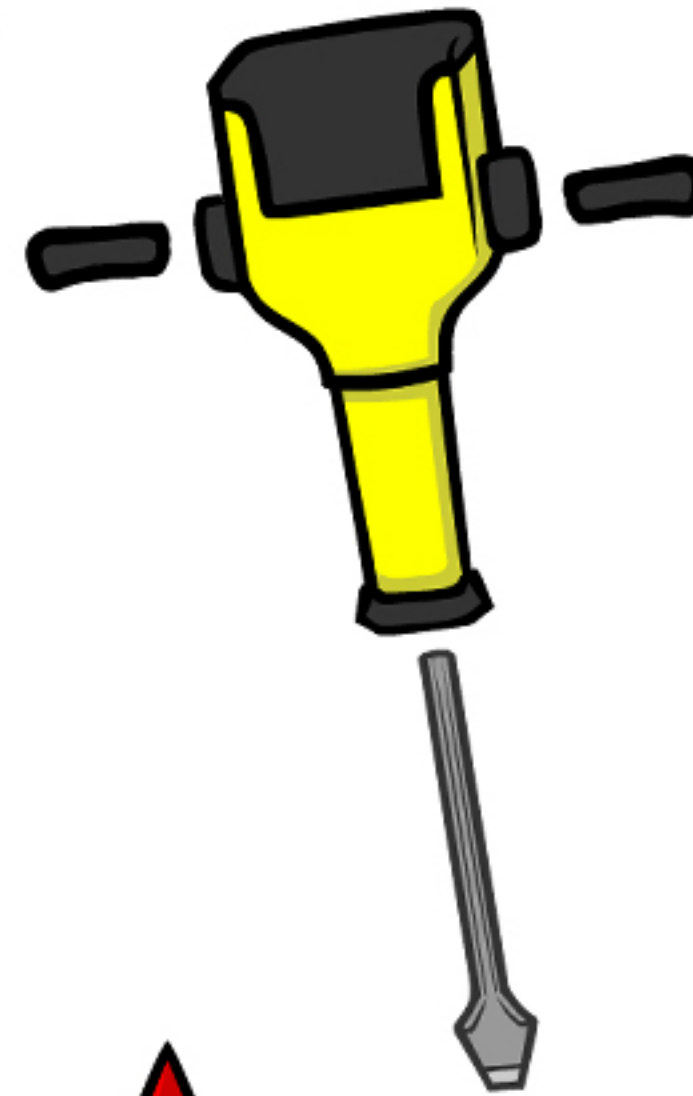
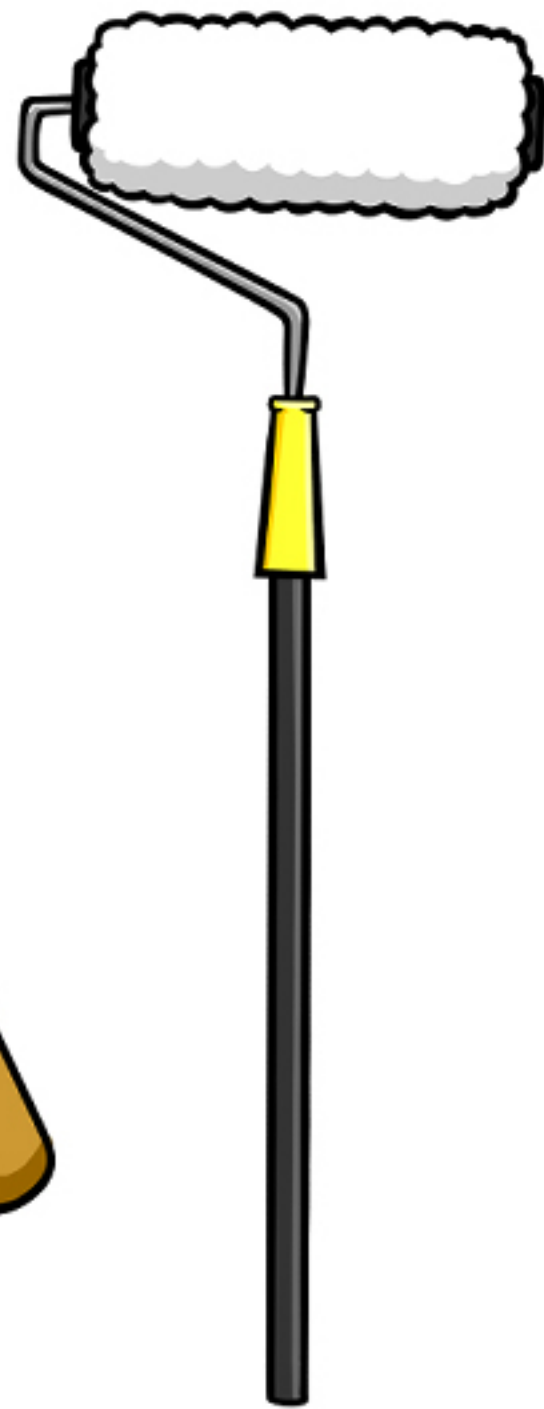
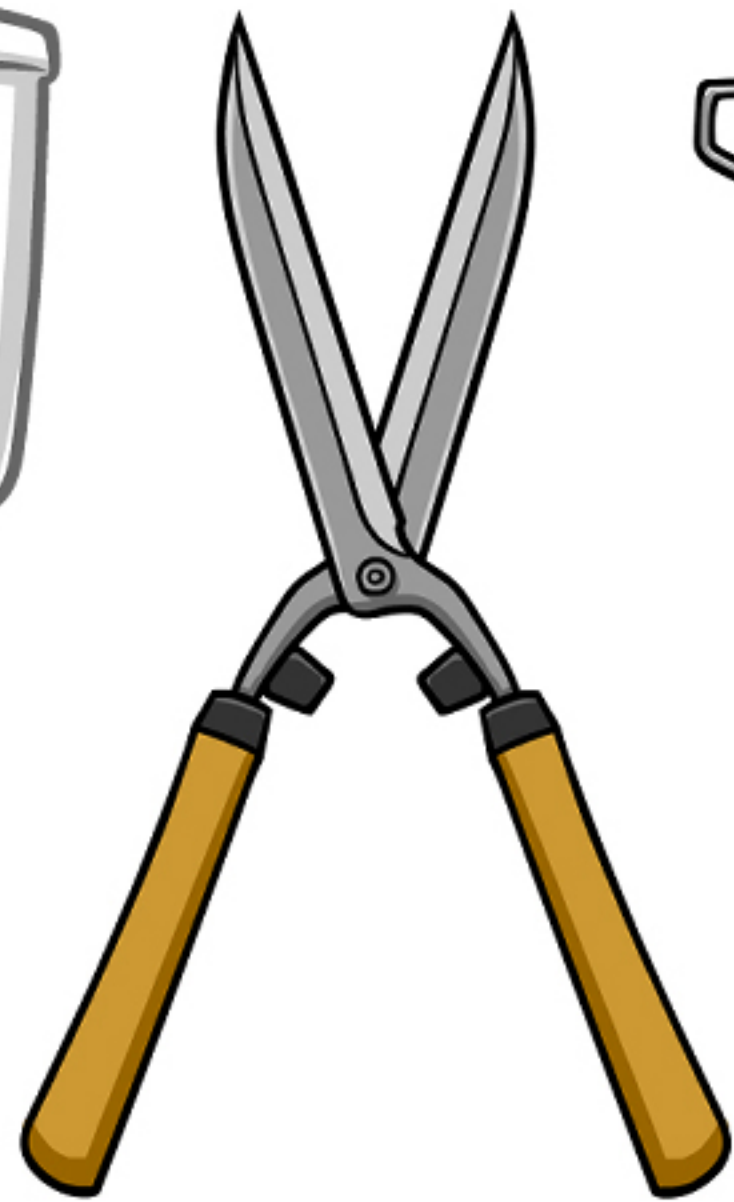










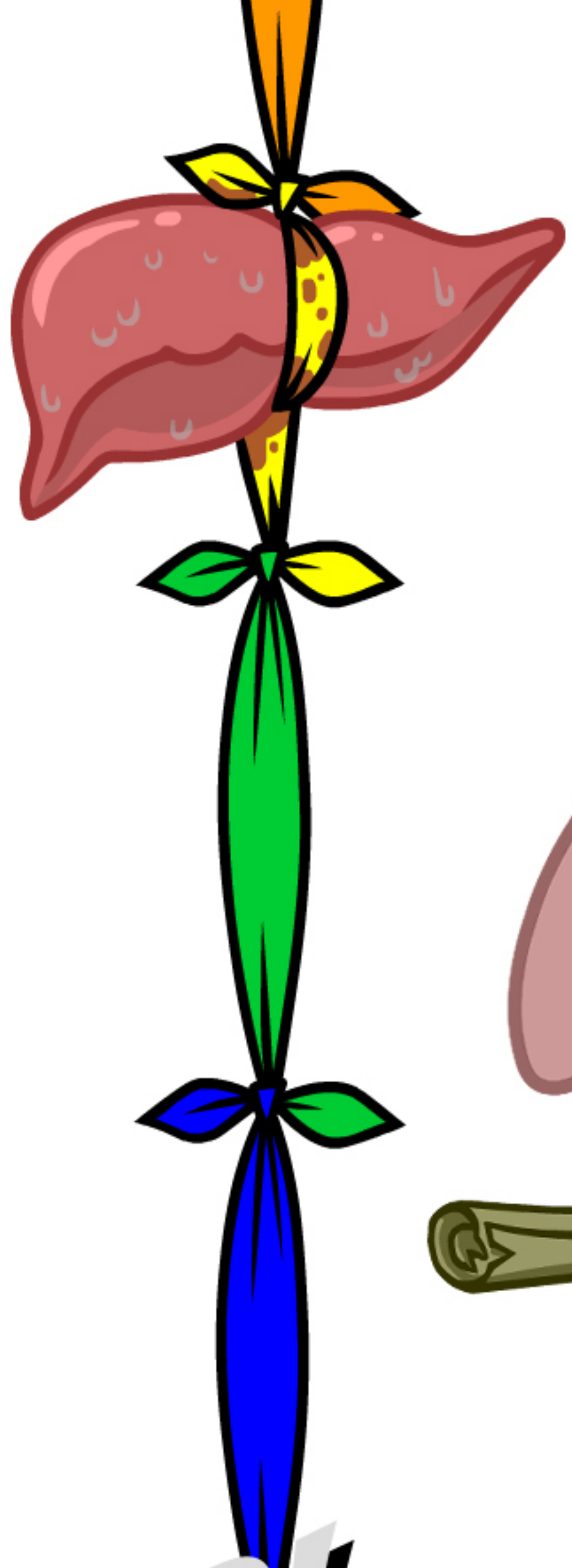


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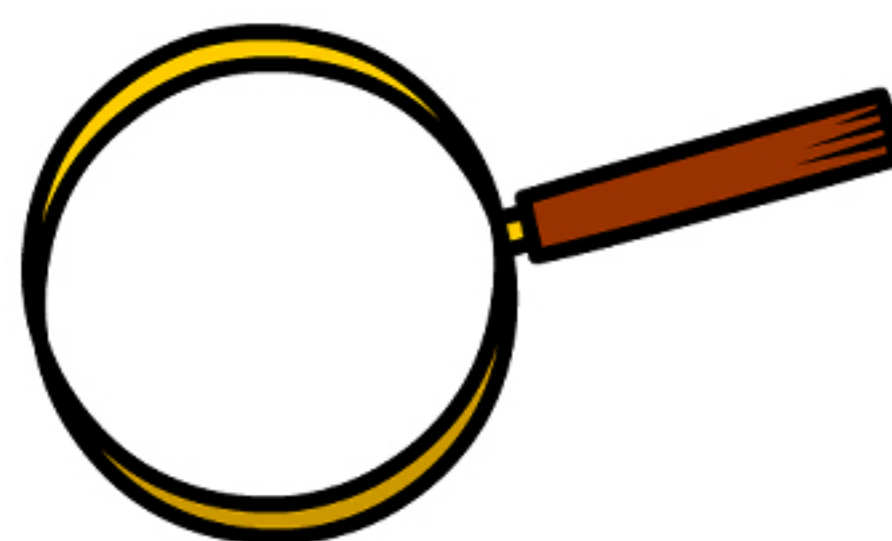
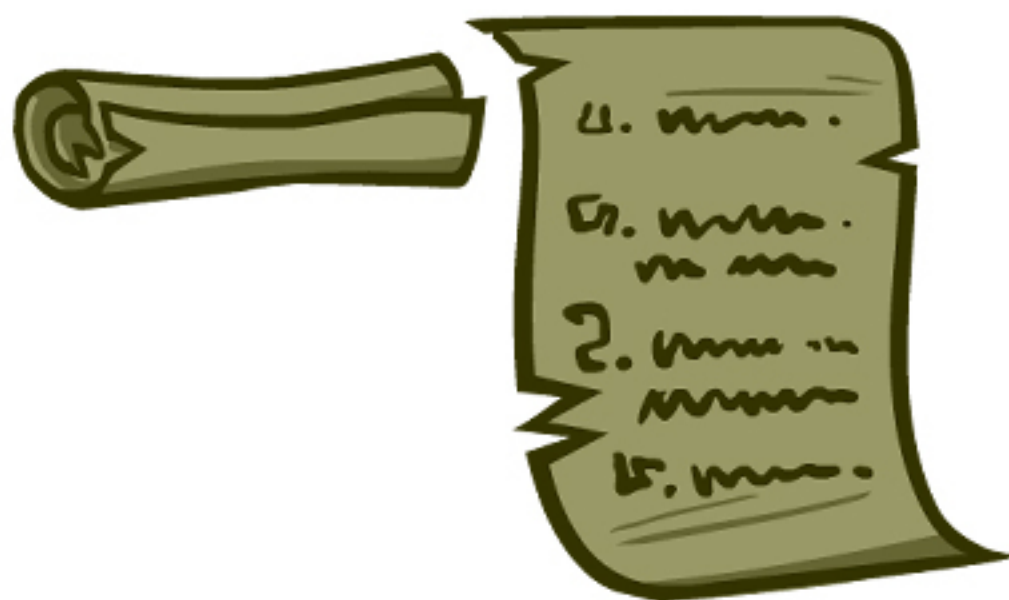
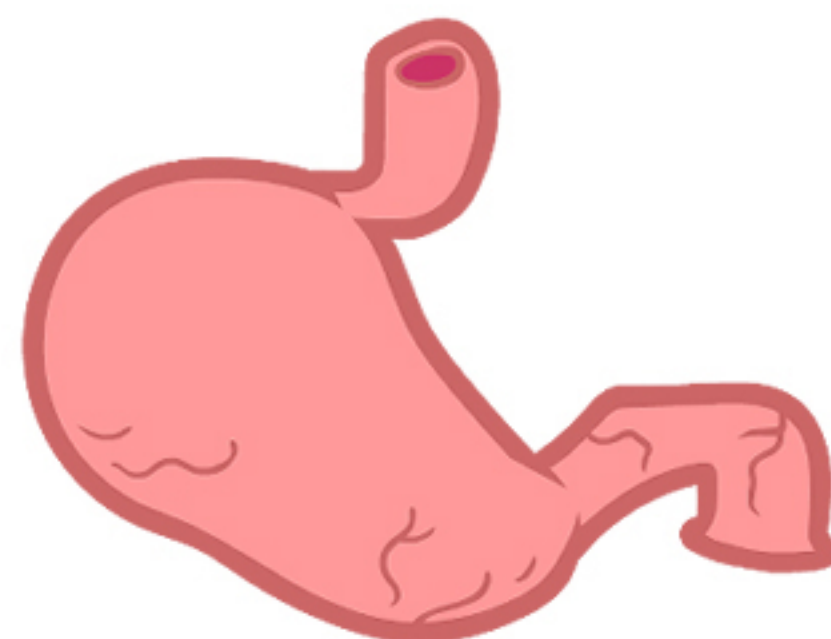
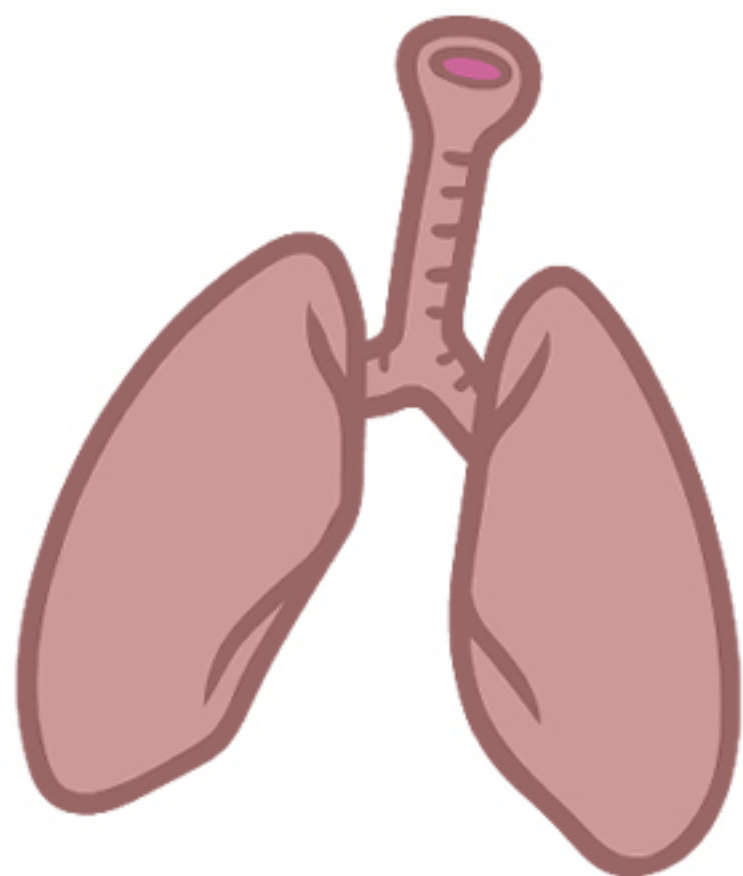
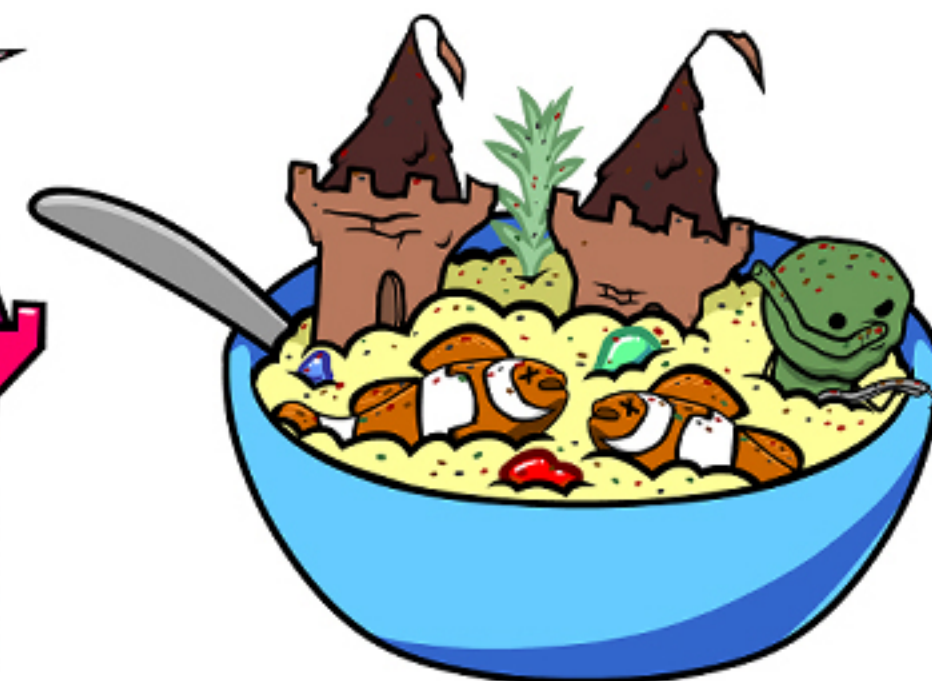
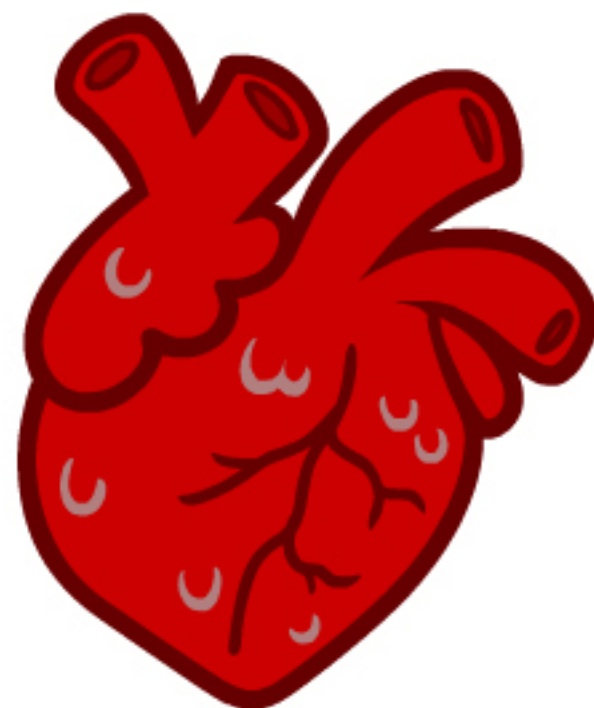
HARDWARE

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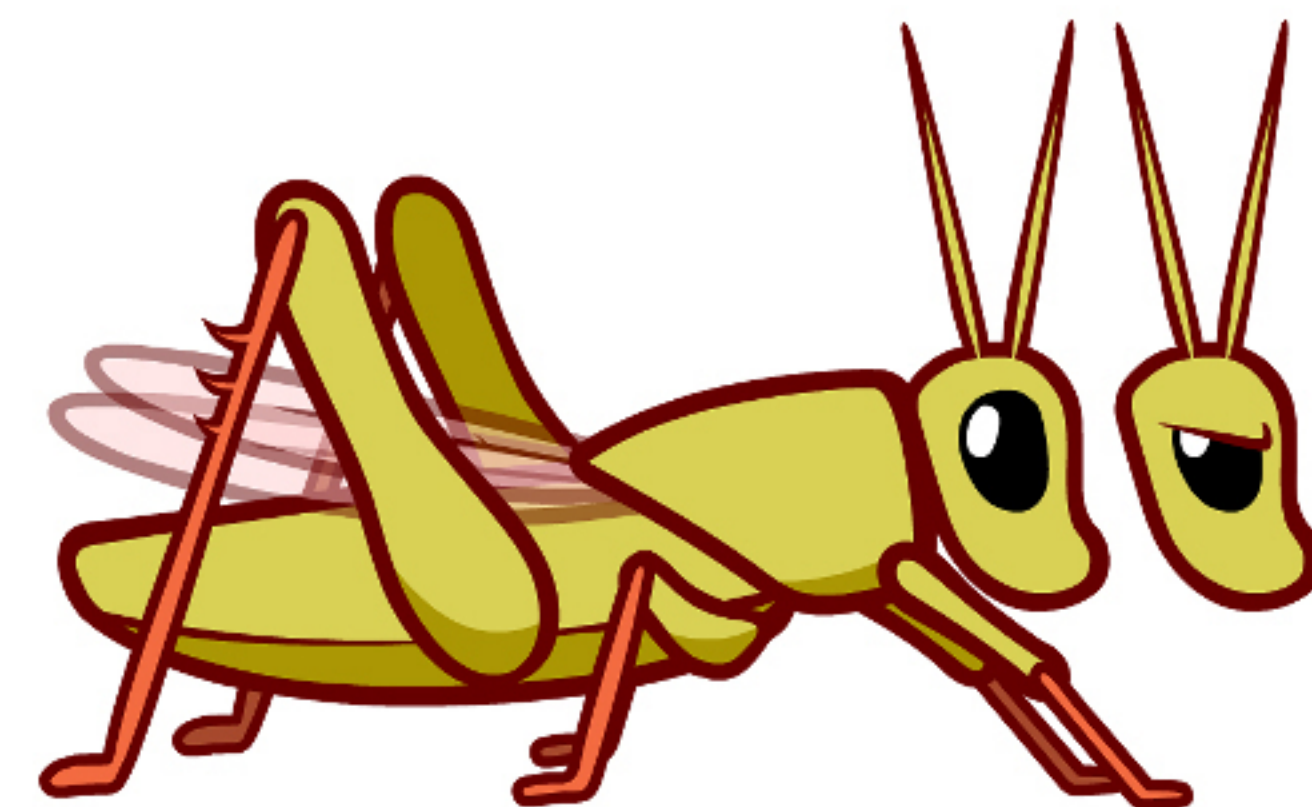
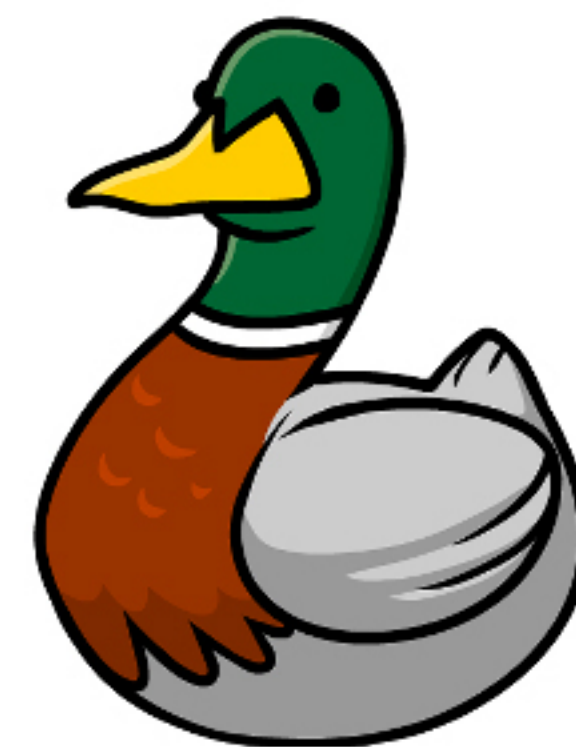
OBJECTS

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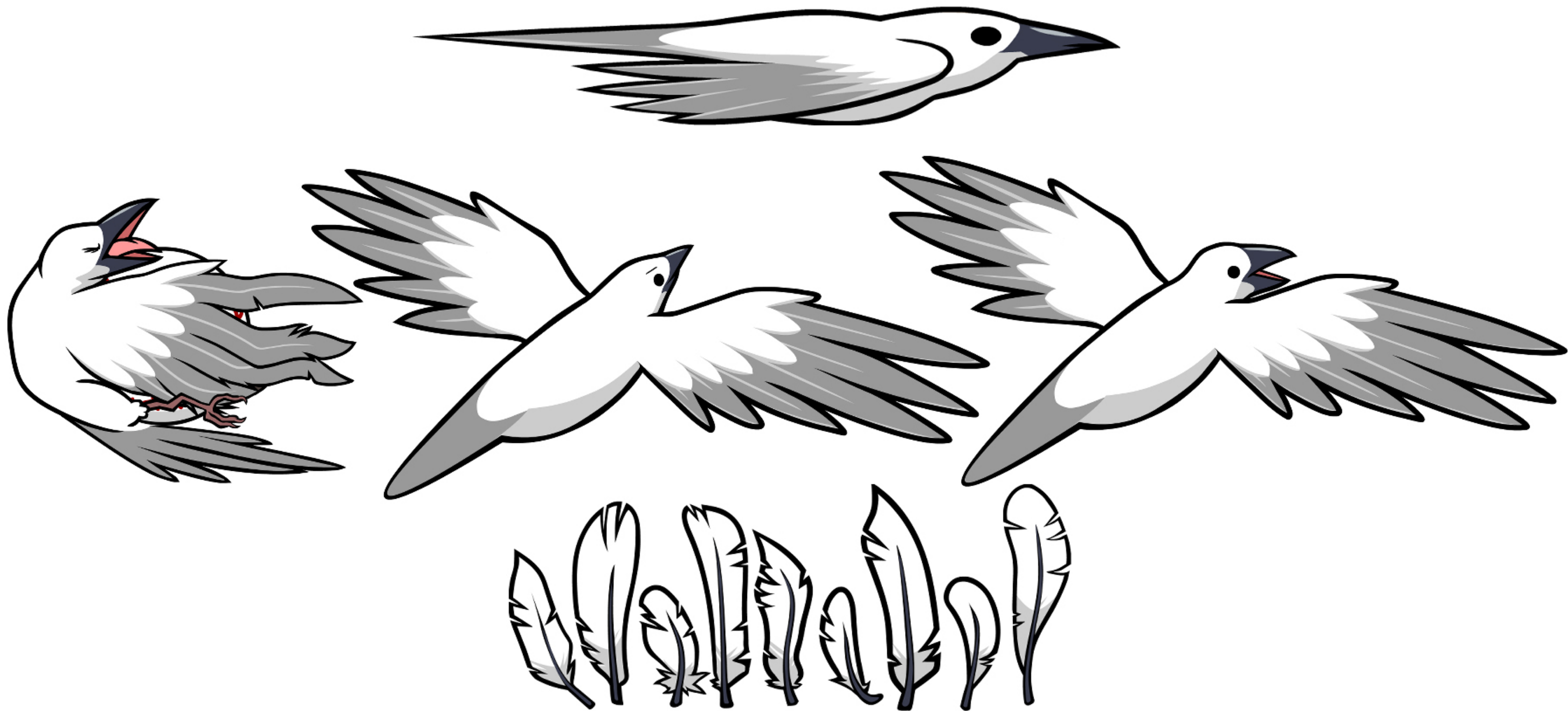
















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CARS

PAULBLAIRART.COM





## 2D ANIMATOR

paulblairart.com | paul.blair@mailfence.com

(248) 508-0567 | Burbank, California

## SKILLS & PROGRAMS

### Program Proficiency

Adobe Animate, Adobe Character Animator, Adobe Photoshop, Adobe AfterEffects, Adobe Illustrator, Clip Studio Paint, Toon Boom Harmony, and Blender.

Skilled in animation, character design, prop design, pipeline creation, and development.

## WORK EXPERIENCE

### EXPLOSM LLC | 05/2016 - PRESENT

#### *Head of Development / Lead Character Artist* | 04/2020 - PRESENT

- Responsible for character design for YouTube shorts and promotional material
- Developed pipeline for and animated Adobe Character Animator-based series Trolley Tom and Dead Air with Tony Purgatelli
- Art lead for pitch development
- Maintain responsibilities held under Product Developer and Animator titles

#### *Product Developer* | 04/2018 - 04/2020

- Responsible for developing product design for sale in online store and convention circuits
- Responsible for Joking Hazard card game artwork as well prototyping for new card games
- Maintained responsibilities held under Animator title

#### *Animator* | 05/2016 - 04/2018

- Produced high-quality traditional and puppet animation utilizing Toon Boom Harmony on a rapid turnaround
- Contributed frequently to other teams as needed, including animatics and character design

### LOWBROW STUDIOS | 09/2018 - PRESENT

#### *Freelance Animator*

- Works on numerous digital animated productions in a variety of styles
- Contracts frequently include puppet-based Toon Boom Harmony character animation

### MADTWINS LLC | 09/2017 - PRESENT

#### *Freelance Animator*

- Previous contract work has included an animated segment for ABC primetime show Black-ish, and Funny or Die's Billy on the Street
- Works on an irregular ongoing basis

### FOX ANIMATION DOMINATION HIGH DEFINITION | 09/2014 - 12/2015

#### *Digital Character Animator*

- Worked exclusively in Adobe Animate based traditional/symbolized hybrid workflow
- Responsible for animation from rough to clean up on Fox's primetime show Golan the Insatiable
- Responsible for animation from rough to final color and shadow on FXX show Lucas Brothers Moving Company
- Animated on several ADHD YouTube Shorts

## EDUCATION

College for Creative Studies | 2014 | Detroit, MI

BFA in Fine Arts, Animation major