

BRAD FERGUSON

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Online Portfolio: www.canvasobrad.com

Experience

Feb/03-present

9 Story Entertainment

Toronto, ON

Animator/Designer...and more

- Currently the Storyboard Assistant Director for the upcoming television series entitled *Best Ed* which is now in production with The Cartoon Network and Teletoon.
- Heavily involved in many aspects of *Best Ed* pre-production. Working closely with the creator/director, I designed most of the main characters and many of the secondary characters. I also created stock animation, designed props and had a great deal of overall creative input.
- Character Design Supervisor for *Futz*, an animated series produced for Teletoon. In addition to designing characters, responsibilities also included assigning work to designers, holding meetings, overseeing and critiquing all character designs, reporting directly to the creator/director to ensure designs meet the shows high quality standards on schedule.
- Character designer for *Yummi-Land*, a direct to DVD release, based on the children's toys.
- Animated and heavily involved with Seasons 1-3 of the award winning *Peep and the Big Wide World*. Winner of the Emmy Award for "Outstanding Children's Animated Program", Gemini Award for "Best Preschool Series", and the "Award of Excellence" at the ACT Awards (Alliance for Children's Television)
- Animated Season 5 of *Jacob Two-Two*, based on the children's books by Mordecai Richler (YTV).
- Storyboard artist, designer and animator for *Double-OH-Futz* presented at Mipcom Jr. '05 in Cannes, France.
- Designed, implemented and documented a new Flash library system for Season 2 of *Peep and the Big Wide World*, which simplified the animation process and greatly optimized production time. This system has been standardized for use in all future 9 Story Entertainment productions.
- Heavily involved in design and animation of the Gemini nominated animated special *If the World Were a Village*, based on the children's book.
- Designed characters and animated the demo for *Best Ed* presented at Mipcom '04 in Cannes, France.
- Designed the covers and gift box for *Peep and the Big Wide World* Season 1 DVD set.
- Animated the pilot of *Foolish Girl*.

March/02-present

Canvas O' Brad

Owner/Director/Animator/Designer/Author...and everything else

Canvas O' Brad is my freelance art, animation and design business. I have successfully completed many projects for a very wide variety of clients. Some examples include...

- Designed a printed Christmas postcard for delivery to customers, and other website holiday illustrations and headers. (Helix Gaming Inc. St. John's, Antigua). (Nov/06-Dec/06)
- Animated and did re-shoots for the *Class of 3000* commercial, a television show which airs on The Cartoon Network. (Cuppa Coffee. Toronto). (Sept/06)
- Created illustrations and an innovative website header depicting an entire neighborhood with random animations playing throughout. (Helix Gaming Inc. St. John's, Antigua). (July/06-Aug/06)
- Created a 67 second animation plus 3 minute slide show timed to music for a wedding reception. The animation depicted the Bride and Groom's "love story". (N.Y.C.). (Oct/05-Dec/05)
- Created two 3 ½ minute animated shorts used as Thanksgiving and Christmas

- promotions. (Helix Gaming Inc. St. John's, Antigua). (Oct/05-Dec/05)
- Designed and animated the highly rated online Flash game *The Black Knight* available at www.heavygames.com (Brain Jam Studios, Toronto). (Jan/05-Feb/05)
- Created an Ogre mascot and illustrated images for *The Ogre.ca*, an online video game store based in Toronto. (Oct/04-Jan/05)
- Wrote the chapter entitled "Character Animation and Personality" for the text book entitled *Flash MX 2004: Games Most Wanted* (Friends of Ed Publishing, Birmingham, UK). (Published 2003)
- Created a character and a 6 minute animation to be used as an interactive training tool for CIBC telemarketers. (Upward Motion, Toronto). (April/04-June/04)
- Animated a 15 second opening for an online Flash game for Claire's accessory stores. (Spore Productions, Cambridge). (Sept/03)
- Created the logo, mascot, can label, shipping label and images for Golf Dust. (Aug/03-June/04)
- Re-designed the mascot *Quickquack* and created many illustrations. Created the mascot and logo for Doctor Flash (Toon Doctor, Montreal). (Nov/02-Aug/03)
- Designed and animated three online Flash games: *W.R.A.X*, *Top Secret Kid's Interface Escape* and *Super Dudes X-treme Pinball* (Super Dudes.net, San Francisco). (Nov/02)
- Co-created/directed *Joey the Slave*, a 30 second claymated short which aired on the television program History Bites for The History Channel. (June/02)
- Designed and animated the isometric, tile based online Flash game *Miller Caps* for the Miller's Music Tour Promotion (Crash Media, Toronto). (April/02)
- Designed and animated the online Flash game *Domino Dementia* which was released on Shockwave.com in April 2002.

May/01-Sept/02

Dot Com Entertainment Group

Oakville, ON

Head Animator/Designer/Game Designer

- Scripted, designed and animated e-cards used for birthdays and client promotions.
- Created mascots and graphics for a wide variety of clients.
- Responsible for promotional animations for company events.
- Responsible for proposing designs and concepts to company board and clients.
- Conceived and designed online themed lottery games such as Pull Tabs and Scratch Cards.
- Produced Flash and Gif banner ads, for online gaming clients.

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Sept/98-April/01

Sheridan College

Oakville, ON

- Graduate of the three-year "Classical Animation program".
- Final grade for second year animation was 100%
- Award for second highest grade in first year Character Design.

OSSD obtained in June of 1996.

Other Experiences & Accomplishments

- In June of 2005, my Flash-based online portfolio was featured as "Site of the Week" at www.learnflash.com
- In September 2002, I spoke at the BD4D Conference (By Designers, For Designers) in Toronto. After I explained how I create Flash gaming animation to designers and clients from around the world, I unveiled a two-player, caveman battle game I designed, animated and co-created named *Boom Boom Smash (ugh!)*.
- In August of 2001 and 2002 I conducted workshops in classical animation techniques for summer camp children.
- I have a large amount of training and experience in dramatic arts and improvisation. The most unique example being my experience as an extra in the 1996 film *The Long Kiss Goodnight* starring Geena Davis and Samuel L. Jackson.

Who is Brad?!?

I am an extremely versatile individual who consistently strives toward innovation, originality and entertainment in the projects I undertake. I am a passionate and dedicated worker, whether this be as part of a team or independently. My extensive freelance experience has given me the interpersonal and organizational skills to surpass the desires and expectations of clients and co-workers, while building strong, lasting business relationships. I enjoy learning new skills as well as inspiring and helping others to grow.

Software Experience

Macromedia Flash-----Expert animation, design & library skills. No ActionScript coding experience.
ToonBoom Storyboard Pro---Intermediate. Able to create, edit and export leica reels and edit audio tracks.
Adobe Photoshop-----Intermediate. Able to create, paint and alter images. Fun for parties.
Adobe Premiere-----Average. Able to import, edit and create video.
Adobe Dreamweaver-----Beginner. I was able to create the online version of this resume.

I plan to learn 3D modeling and animation with software such as Maya and Z Brush as soon as time will allow.

References will be made available upon request.