

John Wilinski

Artist & Animator

John Wilinski is a Minneapolis based artist working in the entertainment industry for the past 7+ years. From animated television production to video game development, his experience covers a wide variety of skills such as: Visual Design, Animation, Storyboarding, Project Management, Printmaking, and much more!

CONTACT

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EDUCATION

Degree,

Bachelor of Fine Arts

MINNEAPOLIS COLLEGE OF ART
AND DESIGN

Sept 2012 - June 2016

SKILLS

- Strong Group & Interpersonal Communication
- Self-motivated
- Adaptable
- Organized and Skilled with File Management
- Group Coordination
- Collaborative
- Research
- Visual Design and Concepting
- 2D Animation
- Character Rigging
- 3D Modelling
- Printmaking and troubleshooting

PROFESSIONAL EXPERIENCE

Lead Animator & General Artist

The Glory Society

May 2020 – Nov 2023

- Rigged and hand drawn character animation for the unreleased video game *Revenant Hill*
- Building 2D models and character rigs to use for in-game animation
- Responsible for project-wide character redesigns
- Contributed to general visual development and environment art

Co-Producer & Project Manager

The Glory Society

Feb 2023 - Nov 2023

- Oversaw game development with with a Creative Director
- Maintained regular contact with team members to ensure cross departmental communication
- Organized and ran meetings throughout the week
- Acted as a regular point of contact for our development partners (Publisher, Funders, Contractors, etc.)

Color Designer

PUNY Entertainment

Jan 2018 - Oct 2018

- Character, prop, and effects color designer for the Netflix animated series *Twelve Forever*
- Skilled in color design that's balanced and matched established tones
- Extensive file management for every colored design for all 25 episodes

Storyboard Revisionist

PUNY Entertainment

May 2016 - Nov 2016

- Storyboard revision work for the Amazon Prime animated series *Danger & Eggs*
- Skilled in character acting and staging
- Ability to expressively draw characters while also keeping designs on-model

SOFTWARE

- Adobe Suite (Photoshop, Illustrator, After Effects, InDesign)
- DaVinci Resolve
- Storyboard Pro
- Unity
- Blender

MORE

Designer & Animator

Gasket Studios

March 2017 - Dec 2017

- Visual development for commercial animated projects
- Animation and design for regular promotional Social Media posts

Print Specialist

MCAD Service Bureau

2013 - 2016

- Digital archival art printing
- Bookbinding (perfect bound, spiral, and saddle stitch)
- Copy Making
- Color accuracy checks and troubleshooting
- File prep with programs such as Photoshop, Illustrator, InDesign