
Thomas Averin

Motion + Animation + Design

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Profile

Hello! My name is Thomas. I have utilized my range of creative skills to solve complex intermedia design problems for almost fifteen years. I can operate in a variety of work settings and team scales, from large groups to individual clients.

My projects range from small local business owners to large scale commercial brands. I am eagerly seeking out my next opportunity, and am working toward my goal of a motion design leadership role after a successful two year contract at Yahoo. Thank you!

Skills

Figma + Sketch + Invision + Adobe Creative Suite (Photoshop, Illustrator, InDesign)

Event + Trade Show rendering + prepress

Marketing + Advertising

Motion Design + Animation (After Effects)

Video Editing (Premier)

3D Modeling + Rendering (Cinema 4D, Blender)

Typography & Type Design

Art Direction & Concept Development

Social Media + eCommerce

Multi-region Localizations

UI Design + Prototyping

Web Design, Responsive Frontend Development
HTML5, CSS3/SASS, jQuery, Node.JS

10+ Years of project management experience
as an independent freelancer

Education

Attended Pacific Northwest College of Art for a Bachelor of Fine Arts in Communication Design

Graduated Arts & Communication Magnet Academy with an endorsement in Computer Design

Experience

- Able to execute from concept to final production.
- Design expertise covers motion, print, screen, and more.
- Life long passion for animation and motion design.
- Ability to articulate the value of design choices and collaborate with people of all levels of experience.
- Experience in collaborative and iterative design environments.
- Can collaborate and communicate both remotely and in person.

Projects & Employment

Graphic Designer at Yahoo Inc.

October 2021 — November 2023

- Designed in a team that deployed ads for the Xbox game console / *conversion rates for campaigns trended 5-10% above average*
- Created effective marketing for established brands

Graphic Designer at Tripwire (part time)

October 2016 — April 2020

- Spearheaded all creative for the company alongside the art director / *client engagement increased 4-5%*
- Created prepress, social media, and trade show booth graphics

Art Director and Graphic Designer at Paper Napkin Marketing (part time)

December 2015 — May 2020

- Headed creative direction on all client projects
- Created a bespoke content management system for web marketing / *increased conversion for clients by 18%*
- Printing and prepress

Associate Art Director at Razorfish

June 2014 — July 2015

- Pitched, produced & launched Halo: Starscope for Xbox, 2015 Webby Honoree / *resulted in 2x usual conversion rate*
- Directed campaigns for Microsoft Office, Xbox, Visa, Halo, Forza Horizon 2