

BREI GRACE

MOTION GRAPHICS ILLUSTRATION

CONTENT SPECIALIST

@ CONTACT INFO

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🎓 EDUCATION

- Bachelor of Fine Arts
Animation
- Kansas City Art Institute**
- 📅 August 2013 - May 2017
 - 📍 Kansas City

Awards

- Nelson Atkin's Film Festival | 2017
- President's Honor Roll | 2014 - 2017

★ SKILLS

- Adobe After Effects
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe Illustrator
- Project Management
- Content Strategy
- Digital Marketing
- Motion Design
- Visual Storytelling
- Storyboarding
- Video Editing
- Team Collaboration

📅 CAREER OBJECTIVE

Creative Illustrator, Animator, and Content Specialist with a golden track record of delivering standout visuals, motion graphics, and brand strategies for top entertainment and gaming platforms. Experienced in leading teams, developing original IP, creating iconic keyart, designing merchandise, and growing online communities. Clients include Disney, DreamWorks, Lucasfilm, Warner Bros., Hasbro, EA, and Activision. Passionate about storytelling and audience engagement.

👤 WORK EXPERIENCE

Lead Graphic Artist, Showrunner, Social Media Manager Fosterdawg - Thomas Sanders

- 📅 February 2021 - current 📍 remote
 - Launched multiple sold-out merch lines, including a 24-part Sanders Sides poster series and seasonal collections.
 - Designed and Directed Pride collections that donated directly to The Trevor Project and ACLU.
 - Directed teams of freelance artists, designers, and editors across major projects, including a 2022 artist-featured calendar that sold out multiple times.
 - Created and showran *Roleslaying with Roman*, a D&D-inspired series (Seasons 1 & 2). It has over 1 million views & at the time of it's airing, bringing in a 50% boost of engagement during its runtime.
 - Supported social media growth: TikTok (10.2M), YouTube (4.4M), Twitter (723.5K).

Content Specialist

Freelance

- 📅 January 2024 - current 📍 remote
 - Developed and executed a personalized social strategy, boosting engagement by 75% through data-driven insights.
 - Enhanced brand visibility by designing eye-catching promotional graphics for Twitch, TikTok, YouTube, Bluesky, and Twitter, resulting in a 110% increase in engagement.
 - Created captivating custom art for 30+ clients, boosting brand engagement and elevating character concepts.

Motion Graphics

Hamagami/Carroll, Inc.

- 📅 October 2024 - January 2025 📍 Los Angeles, California, United States
 - Delivered high-impact motion graphics and animations for fast-paced projects on tight deadlines, including Warner Bros.' Multiversus key art animations for a new season launch.
 - Storyboarded, animated, and applied visual effects to bring the Dying Light logo to life for the Game Awards announcement of their "Beast" DLC, showcased during the live event.

Illustrator

Ronin Design Co

📅 August 2024 - December 2024

📍 Dallas, Texas

- Created concept art and detailed sketches in a fast-paced production pipeline, providing the foundational designs for final rendered merchandise and key art.
- Crafted eye-catching box art and promotional visuals for blockbuster projects like How to Train Your Dragon and GI Joe, driving increased sales and captivating target audiences.

Graphic Designer & Editor

Greenpeace

📅 August 2023 - December 2024

📍 remote

- Spearheaded environmental campaigns that engaged over 1,000 community members, significantly raising awareness and inspiring collective action for local sustainability initiatives.
- Crafted engaging character designs that effectively communicated key environmental messages, boosting youth participation in campaigns by 60% through relatable and visually appealing illustrations.
- Designed engaging social media post templates for Instagram and Facebook, leading to a 75% increase in user interaction across platforms.
- Elevated podcast video quality through dynamic editing and engaging animations, resulting in a 100% increase in viewer retention and positive audience feedback.

Illustrator & Animator

PicturePlane

📅 May 2018 - February 2021

📍 Dallas/Fort Worth Area

- Contributed to major projects for Disney, DreamWorks, Lucasfilm, Hasbro, EA, Activision, Blizzard, and more, consistently meeting tight deadlines while maintaining exceptional quality standards.
- Served as concept artist and illustrator for high-profile key art on major titles such as Coco, Spyro: Reignited Trilogy, Disney's Mirrorverse, and Far Cry 6.
- Adapted quickly to diverse creative briefs, style guides, and evolving project requirements for some of the entertainment industry's most recognizable properties; Star Wars, Marvel, and Wizards of the Coast.

Animator - Intern

Ignition FX

📅 May 2016 - August 2016

📍 Kansas City, Missouri Area

- Collaborated as a storyboard artist and character designer on the Laugh-O-Grams fundraiser film, capturing Walt Disney's journey in a visual style inspired by the early, sketch-driven work of Disney's legendary "Nine Old Men."
- Contributed to story development, visual storytelling, and character design to authentically reflect the historical and artistic legacy of early Disney animation.