

DUNCAN CREAMER

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leisurely.com

A versatile creative with over 20 years' experience in Graphic Design, Web Design, Motion Graphics and 2D-Animation Compositing. Accomplished at leading small teams developing and bringing creative visions to life, while working with stakeholders to create dynamic visuals, amazing products and creative solutions to complex design issues. Creates and develops solutions that are brand appropriate with a focus on simplicity, beauty, and authenticity.

Able to pivot when needed, as during the Covid crisis, using his management knowledge and people skills to help the Non-Profit Canoe Cultures build several First Nations' racing canoes before guiding a small team of women in designing, building, and planting New Westminster's newest and largest community garden.

Experience

BARDEL ENTERTAINMENT

2021-2022 Vancouver, B.C.

COMPOSITION ARTIST: Carol, Rick and Morty

- Compositing 2D & 3D characters, environments, and elements
- Toon Boom Harmony workflow

CANADA COMMUNITY PROJECTS SOCIETY

2020-2021 Vancouver, B.C.

PROJECT COORDINATOR:

- Managed Covid protocols and instructed beginners on safe power-tool use
- Coached a group of 7 through the design and building 30 irrigated garden boxes
- Managed build schedules to coincide with growing the season as well as site preparation
- Installation, positioning and filling of the 30 raised cedar garden boxes
- Over nine months, we transformed a debris filled lot, to flourishing therapeutic garden with orchard, meadows and food forest

CONSTRUCTION COORDINATOR:

- Managed a small program of youths, working to build and repair First Nation Racing canoes
- Instructed tool education and safety
- Managed daily routines of the team building:
 - Two 47-foot cedar strip canoes
 - 46-foot dugout from a donated log
 - Repaired two 70-year-old dugout canoes
- All canoes were donated to local First Nations

DHX MEDIA/WILDBRAIN

2018 - 2019 Vancouver, B.C.

COMPOSITION ARTIST: Carmen Sandiego

- Compositing 2D & 3D characters, environments and elements
- Flash / After Effects workflow

ATOMIC CARTOONS

2014 - 2019 Vancouver, B.C.

COMPOSITING TEAM LEAD: Nico Can Dance!

- Designed and illustrated show assets
- Animated and composited sets and assets to interact with both the animated Nico and green-screen footage of live-action actor
- Managed deadlines
- Designed a flexible workflow process allowing for set layout, animation, review and corrections for 65 episodes

COMPOSITION ARTIST: Multiple shows

- Compositing 2D & 3D characters, environments and elements.
- Flash / After Effects workflow

DESIGNER, ILLUSTRATOR: Nico Can Dance!

MOTION COMIC ANIMATOR: The Marvel Experience Tour

- Animated classic comic book characters, bringing to life the origin stories of heroes and villains for use in a travelling road show

British Columbia Lottery Corporation

2005-2014 Vancouver, B.C.

ART DIRECTION:

- Conceptualizing, scripting, and pitching to internal clients using storyboards
- Finding commonalities among competing stakeholders, creating a unified vision for internal and external projects
- Worked with live actors to record, edit and animate video spots
- Improved operating costs through improving design practices: Redesigning large novelty cheques reduced cost by 90%

UX & UI DESIGN:

- Designed Canada's first online versions of popular Lotto 6/49, BC/49, Super7 and Keno
- Designed and implemented stand-alone kiosks experience

MOTION GRAPHICS:

- Animating static agency redesigns of popular BCLC brands to increase impact on province-wide digital signage system.
- Animated weekly content for jackpot alerts and digital signage in casinos

Education/Training

Emily Carr Institute of Art and Design

1994-1997 Vancouver, B.C.

- Majored in Electronic Communication & Design

Toon Boom Harmony

2021 Online Training

- Introduction to Compositing & Advanced Compositing