

Jenna Bell

Creative Director
Concept Artist
CG Generalist

Skills

Jenna Bell
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Atlanta GA, 30342

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2D and 3D animation. Concept Design. Storyboards. Motion graphics. Illustration. 3D texturing and modeling. Real-Time. AR,VR + XR graphics.

Programs: Unreal, Photoshop, Illustrator, Maya, After Effect, Substance, Omniverse, Create, Orad, Blender, Figma

Experience

Invisible Thread / Creative Director

July 2022 – CURRENT, Remote

My role entails crafting the visual aesthetic and tackling creative challenges head-on for industry giants like Disney and Facebook Meta. I spearheaded the design and conceptualization of cutting-edge AR/VR/ tools and applications for next-generation technology and emerging platforms. Additionally, I've had the privilege of partnering with clients to develop AR concepts for highly anticipated films such as TMNT and Scream, contributing to immersive experiences that captivate audiences worldwide.

Atlas Bay VR / Art Director

May 2021 – July 2022 Atlanta, GA

Led a dynamic team comprising of artists, architects, and project managers in crafting immersive 3D environments within the Unreal Engine, for diverse clients around the United States. Through close collaboration with each artist, I elevated our creations to new levels of realism and quality. Additionally, I assumed minor project management roles and helped build our workflow for optimal efficiency and effectiveness.

The Weather Channel / CG Generalist

Jan 2018 - May 2021, Atlanta, GA

Recruited for the "Immersive Mixed Reality Initiative," I played a pivotal role in conceptualizing and implementing innovative real-time sets and graphics and helped change the way weather is told. Additionally, I served as a motion graphics designer for on-air explainers, where my responsibilities encompassed concept painting and storyboarding.

Turner / CG Generalist

Oct 2011 - Dec 2017, Atlanta, GA

My role encompassed creating a wide spectrum of graphics across various networks within the Turner family, such as TBS, Cartoon Network, TCM, and TNT. A significant portion of my focus was on Turner Sports, where I specialized in crafting dynamic 3D real-time graphics and set pieces for on-air use.

North Creative / CG Generalist

Jan 2015 - Jan 2016, Atlanta, GA

I worked with major clients such as Coca-Cola, Disney, and Golden Coral to design, create and implement 2D and 3D graphics as well as post production work for productions around the city.



Education

Ringling College of Art and Design

Bachelors in Fine Art and Computer Animation
Aug 2007 - May 2011, Sarasota FL

Awards

Nominated for my first Emmy one year out of college, and have gone on to receive five more nominations and two wins within the companies and projects I've worked on, as well as multiple Promax awards.

Fun Facts!

I have a pet pig! His name is Rurplepigskin

