

JOSEPH ANTHONY SAMOLES  
*Animator, Designer, Illustrator*  
Oceanside, NY

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<https://samoles.art/>

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## EDUCATION

**Master of Fine Arts in Cinema Arts**, Brooklyn College/CUNY May 2028  
**Concentration:** Digital Animation & Visual Effects

**Bachelor of Fine Arts in Design**, Queens College/CUNY Jan. 2025

**Associate Degree in Art**, Nassau Community College/SUNY Dec. 2022

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## RELEVANT EXPERIENCE

**CUNY Brooklyn College** Brooklyn, NY  
**Post Production Specialist** Jan. 2026 - Mar. 2026

- Organizes, archives, and edits raw footage, audio, and graphics for post product review.
- Performs basic edits and rough cuts, assisting the lead editor for publication of film.
- Mixes audio and video together to keep films in-sync by trimming and sequencing.
- Applies color correction and grading while integrating visually special effects for seamless quality.
- Reviews final product for publication, ensuring compliance with the delivery specifications.
- Acts as a resource for troubleshooting and offering solutions to problems within various software.

**CUNY Brooklyn College** Brooklyn, NY  
**Film Equipment Specialist** Aug. 2025 - Mar. 2026

- Maintains all film equipment and ensure it is well-organized, sanitized, and ready for use.
- Rents equipment as needed for specific shoots to students and professors of Feirstein.
- Assists with the setup and breakdown of all filming equipment before and after each shoot.
- Provides on-site technical support during filming, ensuring that the equipment functions correctly.
- Acts as a resource for troubleshooting and offering solutions to technical problems on set.

**The Knight News** Queens, NY  
**Layout Editor/Cartoonist** May 2023 - Dec. 2024

- Developed original illustrations that align with the company's visual identity and messaging.
- Reviewed written material for layout by analyzing typographical errors.
- Collaborated with cross-functional teams to ensure consistent representation across all elements.
- Communicated clearly with strong interpersonal skills throughout the environment.
- Designed logos, graphics, hang tags, labels and trims.
- Utilized dynamic layouts to enhance engagement with current affairs effectively.

**Publishers Clearing House** Jericho, NY  
**Design Intern** Sept. 2023 - June 2024

- Developed graphics utilizing marketing outlets while remaining true to the essence of the brand.
  - Collaborated with the eCommerce and PR teams to understand project and brand objectives.
  - Created new assets that met their requirements while iterating on business performance.
  - Handled a number of projects simultaneously in a fast-paced environment with shifting priorities.
  - Being involved in the initial concept stages by brainstorming ideas, sketching rough concepts and presenting proposals to each team.
  - Displayed advanced proficiency and organizational skills with current design programs.
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## PROJECTS AND FILMS

<b>Nelo Apocalisse</b> <i>Creator &amp; Lead Animator</i>	Brooklyn, NY May 2026	<b>Pascal's Wager</b> <i>Production Designer</i>	Brooklyn, NY Jan. 2026
<b>Birdie</b> <i>Editor</i>	Brooklyn, NY Jan. 2026	<b>Take My Hands</b> <i>Production Designer</i>	Brooklyn, NY Jan. 2026
<b>HOME: A CarNYval Dance</b> <i>Poster Exhibitor</i>	Queens, NY Dec. 2024	<b>Tale of the Lunar Moth</b> <i>Lead Animator</i>	Queens, NY May 2024

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## SKILLS

### Software

- Photoshop
  - Illustrator
  - InDesign
  - After Effects
  - Animate
  - Premiere Pro
  - Figma
  - Cinema 4D
  - ZBrush
  - Autodesk Maya
  - DaVinci Resolve
  - Foundry Nuke
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### Proficiencies

- Cel Animation
  - Storyboarding
  - Compositing
  - Post Production
  - Cinematography
  - 3D Animation
  - Special Effects
  - Color Grading
  - Comic Book Art
  - Screenwriting
  - Digital Illustration
  - Digital Abstraction
  - Conceptual Art
  - Fine Art Mediums
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### Qualities

- Communicative
  - Organized
  - Detail-Oriented
  - Adaptable
  - Technological
  - Creative
  - Studious
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