

## **JUSTIN GODBEY**

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## **PROFESSIONAL EXPERIENCE**

## 2016-present: Associate Creative Director, YAH

I lead teams from concept to creation of brand experiences through all manner of mediums including, print, web, broadcast, and animation for clients like Coca-Cola, Southern Company, Norfolk Southern, AT&T, and many more. I also work with new and emerging technology experts to ensure our created experiences are always cutting edge.

# **2015-present: Chief Marketing Officer, Earthskills Rendezvous** I am in charge of all marketing and design.

## 2010-2016: Senior Designer, CNN International

I created on air news content and show branding including opens, set design, and all necessary collateral.

#### 2013-2014: Part Time Instructor at Georgia State University

I corrupted the youth of this generation by teaching them about kerning and composition.

## 2009-2010: Hot Head

I created presentations and ad-media for a wide range of clients ranging from industrial companies to entertainment groups, as well as logos and print ads.

## 2009: Adultswim.com

I completed an extended internship at adultswim.com where I worked on in-house web graphics and ad-media.

#### **FREELANCE**

#### **Earthskills Rendezvous**

I designed their logo and currently create collateral for ad campaigns and any other applications such as t-shirts or signage.

## **Forest Floor Wilderness Programs**

I design their t-shirts and other branding elements.

## Artifact

I created web based rich media as part of a branding strategy for the ford motor company.

## **Northpoint Ministries**

I created 3D set extensions for a television show and I animated 3D animals to interact with the cast.

## Miracle House Organization

I created the official logo for their summer 2009 fundraiser and event programs. I also generated in-house stationery and postcards.

## MODA, Museum of Design Atlanta

I created posters and post cards for the exhibit "Love Nests" as well as designed a mailer for their 2011 summer camp.

## **EDUCATION**

BFA in Graphic Design from Georgia State University

## **SKILLS**

Software: Adobe CC, C4d, Unity, Unreal, HTML 5 Animation

I am an artist that thinks like an engineer and I'm able to translate very technical concepts into easy-to-understand visualizations. This allows me to readily collaborate with engineers, developers, and programmers.