

DUSTIN ALEXANDER BOLTON*Artist / Character Designer / Animator*

I completed my BFA at Rhode Island School of Design and began my professional career as a staff animator for Cartoon Network. My work experience has carried me through various challenging production environments and attracted clients representing global brands.

In addition to my work as a contract artist, I develop and pitch original content for television and comics.

My passion is rooted in storytelling and creating strong characters to capture the imaginations of all viewers.

Professional Highlights**Battle of Brothers: iOS game**

August 2014-2015

Character Lead

Maya Modeling,

Rigging, Animation

Elf on The Shelf: Holiday Movie

April 2017- Present

Lead Character 3D Modeler

ZBrush

Maya

AT&T

Sept 2016-Jan 2017

Jan 2012- March 2014

Character Designer2D character design, Comic illustration,
3DS Max modeling, rigging, animation**Cartoon Network**

December 2014- 2016

Lead Character Animator

iOS App

November 2009-March 2010

Lead Character Animator

Adventure Time Interactive Site

INPO

August 2010- January 2011

Lead designer and AnimatorCharacter Animator, UI designer, 3D
modeling

March 2005- July 2006

Character animator

TV series: Harvey Birdman

TV Series: Stroker & Hoop

Radical Axis

July 2006-September 2006

Lead Character Animator

Mini Cooper commercial

Lightbox Studios, llc.

April-August 2008

Character Illustrator

Intel web campaign

Kaiser Permanente web campaign

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