

Tom Catalano

tomcatalano111@gmail.com
linkedin.com/in/tomcat-anim
(412) 552-1439

Animator & Illustrator

Education

Rochester Institute of Technology - BFA
August 2021 - May 2025
2D & 3D Animation Major
GPA 3.77 - Magna Cum Laude

Software

Adobe Photoshop
Adobe Illustrator
Adobe Premiere Pro
Adobe After Effects
Toon Boom Harmony
Maya
ZBrush
Google Suite
Microsoft Office

Skills

2D Animation
3D Animation
3D Modeling
Sculpting
Motion Design
Character Design
Illustration
Graphic Design
UI Design

Awards

Best Poster/Flyer 2024
NACA Mid Atlantic Marketing
Competition - *Flower Power*

SoFA Honors Reel 2023
Sophomore Film - *Botched*

SoFA Honors Reel 2024
Junior Film - *Automobilia*

Objective

Creative 2D/3D animator with a passion for developing assets across diverse projects, including film, motion graphics, and video games. Dedicated to delivering a clean, stylized aesthetic that supports dynamic and expressive animation.

Experience

Motion Graphic Artist | College of Art and Design at RIT | Rochester, New York
July 2024 - May 2025

- Designed and produced original motion graphics for various school events and celebrations, enhancing visual engagement and event branding.
- Developed multiple design concepts and presented them to a panel of school faculty members for evaluation and feedback.
- Facilitated motion graphics for mass email communications targeting university and alumni audiences.

Designer | College Activities Board | Rochester, New York
August 2023 - May 2025

- Lead the Freezefest 2024 Style Guide for all advertising and merchandise within a small group of designers.
- Collaborated with Event Managers to create advertising for on-campus activities.
- Designed merchandise like sweatshirts, sweatpants, and stickers for the organization.
- Curated publicity sets in a wide variety of formats for major events with over 1000 attendees.

Game Artist | CableLabs + SCTE | Exton, Pennsylvania
May 2024 - August 2024

- Developed artwork and animations for the VirtGames 2.0 series, handling everything from the initial conceptual design to the final product.
- Collaborated with programmers and cable workers to create educational games teaching course material.
- Conceptualized and refined game concepts aimed at maximizing player retention and encouraging high replay value.

Freelance Graphic Designer | Pine-Richland High School | Gibsonia, Pennsylvania
June 2022 - Sep 2024

- Collaborated with coaches to create appealing logos for team apparel and merchandise.
- Produced multiple real-life examples of t-shirt designs in a fast and efficient manner.

www.tomcatalano.art