

nikolos sardos

digital artist, designer and animator

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www.niksardos.com

516•707•0678

Skills

Retail Packaging Design
Graphic Design

2D Animation
Character Design

Video / Audio Editing
Digital Illustration & Colors

Software

Adobe Illustrator
Adobe Photoshop
Adobe InDesign

Adobe After Effects
Adobe Premiere
Final Cut Pro

Adobe Flash
Toon Boom Animate
Wordpress

Experience

Designer, M.Z. Berger • L.I.C., NY • 2016 - Present

Primarily responsible for designs, renders, mock-ups, concept approvals and preproduction approvals for various kinds of licensed and generic product packaging and store displays. Also worked on product design as well as displays and decor for showroom presentations to buyers.

Freelance Artist, Various Clients and Projects • 2012 - 2016

Flash character animation for interactive games and applications
True Office • New York, NY

Digital colors for *William Shatner's Man O'War* (cinematic graphic novel)
LNL Partners • Burbank, CA

After Effects animation for *Mr. GMO* (short animated film)
Genuine Interactive • Boston, MA

Environment and character illustrations for the *Toyboxia* RPG Rulebook
Bah'glenn Creations

Character Design for *TenCan*, part of the *OMFG! Series 3* mini-figure toy line
October Toys • Los Angeles, CA

Packaging Sample Artist, Hasbro • Pawtucket, RI • 2011

Printing, mounting, CNC/manual cutting, vacuum forming and various adhesive processes used to create durable and presentable samples of in-progress product packaging.

Freelance Artist, Various Clients and Projects • 2010

Storyboards, animation, motion graphics and editing (promo video)
Turly Tag • Providence, RI

Character design, art direction, UI elements and character animation for Cupcake Slice and other iOS applications
Rolar Studios • Westbury, NY

Graphic Designer, Contract Pharmacal Corporation • 2007 - 2008

Design, revisions, approvals and print orders of various pharmaceutical labels, cartons and inserts.

Education

Master of Fine Arts, Imaging Arts / Computer Animation • 2010

Rochester Institute of Technology • Rochester, NY
Thesis film *The Culling* publicly screened as part of the 2010 RIT School of Film and Animation Honor's Show

Bachelor of Science, Digital Media • 2006

Marist College • Poughkeepsie, NY