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# MEL BONTRAGER

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## SKILLS

Illustrator. Concept Artist. Avid Hiker. Enamored Spouse. Black Cat Parent. Unapologetic Nerd. Co-Founder of Figment Forge Studio. I work as a concept artist, illustrator and animator in conjunction with creatives and studios locally and nationwide, for film, television, game, and print production.

## EXPERIENCE

### **Figment Forge LLC, Detroit Metro Area, MI** – *Art Director/Co-Founder*

MAY 2016 – PRESENT

- Figment Forge is a multi-media company producing animation, illustration and creative conceptual design for commercial, film and print media ventures. Personal roles include art direction, asset creation and illustration, as well as sales management and administration. Projects include animation assets and storyboards for Legendary Pictures' "Make It Work" docu-series, motion graphics ad work for Zynga's "CR2 Racing," and indie game design for Clever Crow Games. View our work at [www.thefigmentforge.com](http://www.thefigmentforge.com).

### **Figment Forge LLC, Detroit Metro Area, MI** – *Head of Design*

June 2020 – PRESENT

- Head of Design, overseeing storyboard animatics, character, prop, environment and VFX design production from artists on a YA animated series. Critique, notes, approvals on designs, as well as redlining and creating character turn-arounds, expressions, and various design elements as needed to facilitate design communications between studios around the globe. Character, prop, and environment designs on additional projects, as needed.

### **41 Entertainment, Greenwich, CT** – *Concept/Character/Storyboard Artist*

MARCH 2018 – DECEMBER 2019.

- Storyboards and a timed animatic for "Shooting Star."
- Character, environment and prop design, as well as storyboards and timed animatics for "Camp S.M.A.S.H."

### **Clever Crow Games, Denver, CO** – *Concept Illustrator*

APRIL 2015 – PRESENT

- Promotional illustration and in-game character portraits for indie game titles “A Dragon Named Coal” and “The Wanderer.”

### **Rollman Entertainment, Los Angeles, CA** – *VFX Designer, Character Artist*

SEPTEMBER 2011 – MARCH 2018

- Character Design for the main cast of the Iesodo DVD series.
- Visual Effects Design for Seasons 2 and 3 of NFL Rush Zone, as well as Design for the Main Cast Member RZ6.0.
- Previsualization Artist for multiple project pitch packages, including both Iesodo and NFL Rush Zone.

### **Action Lab Entertainment, Detroit, MI** – *Comic Illustrator, Cover Artist*

OCTOBER 2014 – DECEMBER 2016

- Roles included Full Cover Illustration, Character Design outside of main cast, Layouts, Pencils and Inks for “I, Mage” title.

### **Junkie Films, Los Angeles, CA** – *Promotional Illustrator*

April 2014 – November 2015

- Film Poster Illustration for David Labrava’s “Street Level.” Roles included securing print vendors and related deliveries.

### **Speedshape, Bingham Farms, MI** – *3D Stereo Compositor*

MARCH 2011 – DECEMBER 2011

- 3D Stereo Conversion Artist for SpyKids 4D: All The Time In The World.

### **Great Highway Company, Los Angeles, CA** – *Storyboard Artist*

OCTOBER 2010 – NOVEMBER 2010

- Lead Storyboard Artist for an animated motion picture “The Littlest Angel.”

## **EDUCATION**

### **College for Creative Studies, Detroit, MI** – *BFA Entertainment Arts*

2008 – 2010

Graduated with High Honors. Degree focused on 2D animation and Animation Design.