

ian cofino

5110 Tujunga Ave – Apt #4
N. Hollywood, CA 91601
(914) 462 – 7338
ian@iancofino.com
www.iancofino.com
www.igotnextmovie.com

Education

Purchase College, School of Art and Design
Bachelor of Fine Arts (BFA) in Graphic Design
Purchase, NY
2005 – 2009
GPA: 3.6 | Cum Laude

Work Experience

I Got Next — Currently completing an independent, feature length documentary titled “I Got Next” on the fighting video game community. Responsibilities include writing, directing, filming, editing and motion design. Featured on the Escapist, Submarine Channel, Joystiq and Giant Bomb websites, among others. Winter 2008 to Present.

ANC Sports — Motion design intern. Created animations to be displayed on jumbotrons and large LED screens in stadiums. Worked with the Mohegan Sun Arena to promote attractions, including The Eagles and Nine Inch Nails. Summer 2008.

The Wine Messenger — Performed database maintenance and graphic design. Graphic Design projects: redesigned website pages, collaborated with another designer to redesign the check-out page, redesigned gift boxes and promotional mailers. Part time – February 2006 to September 2007.

Freelance

Cross Counter TV DVD Package — Created packaging and graphics for a line of instructional DVDs for video game players. Spring 2011

Mattoid Entertainment Opener — Created an opening sequence for a new distribution company “Mattoid Entertainment.” Winter 2010

Malcolm D. Lee — Commissioned to edit a director’s reel for Malcolm D. Lee as part of a new site launch. Summer 2009 to Spring 2010.

Level|Up Motion Design Branding — Commissioned to create a motion intro for the “Level|Up” logo. Commissioned to create a title sequence for the “Wednesday Night Fights” series. Spring 2010.

Evo Tournament Brand Refresh — Commissioned to create a new logo for the “Evolution Championship Series” gaming tournament held in Las Vegas annually. Spring 2009.

Visiting Artist Poster — Poster selected from submissions for the Purchase College “Visiting Artist Lecture Series.” Spring 2009.

Exhibitions

NYU Game Center — Feature length cut of the film “I Got Next” was screened at the NYU Game Center as part of its first Film Series on April 14th, 2010.

Gallery Nucleus — Rough cut of the film “I Got Next” was exhibited at Gallery Nucleus in Pasadena California during the “Jab Strong Fierce” art show on April 25th, 2009.

Technical Skills

Highly proficient with Photoshop, Illustrator, InDesign, After Effects and Premiere Pro. Familiar with Dreamweaver, Flash, Final Cut Pro and Cinema4D.