

# SAMUEL FERRI

**Designer \* Animator \* Cartoonist**

## Experience

### CARTOONING/ILLUSTRATION

#### **MAD Magazine**, 2014–Present

General comic contributor as well as creator, writer, and illustrator of ongoing feature

#### **New York Observer**, 2014–2017

Regular illustrator/contributor of numerous feature-length comics for digital and print

#### **A&E Biography, Bio.com**, 2014–2016

Regular contributor of original article-length feature comics

#### **Time Out New York**, 2008–2011

Co-Founder and contributor to comic strip "Photo Finish" (40+ issues)

#### **New York Press**, 2007–2008

Creator/illustrator/writer of weekly comic strip "Missed Connections" (30+ issues)

### Other freelance clients have included:

The Jewish Museum, The Irondale Center, Long Island University, Unilever, Thoughtly Crew, Sound Research, Northside Media, Letter of Marque Theater Company, Dennis Mosner Photography,

*The New York Post, The Jerusalem Post, The Brooklyn Paper, Funny Times, Downtown Brooklyn, The Park Slope Reader, The Brooklyn Rail, Overflow Magazine, Gigantic Sequins Literary Magazine, Overpass Books*

### ANIMATION

**Ophidian Films** : "Life and Death at Preah Vihea," documentary (map sequences) 2014

**Jack Daniels** : "A Bartender's Tale" (3:14)

**A&E Biography, Bio.com** : "A Sunday on La Grande Jatte" (2:04)

**Augenblick Studios** : Animator, 2012-13, Zoolander feature film (Released 2016)

### UX/UI DESIGN

#### **With Pulp**, NYC, 2018–Present

Partner with developers to adapt design ideas to make them practical with business and technical constraints

Collaborate with Design Director to craft custom UI for new site rollouts

Create graphics for marketing campaign consistent with client's existing style guide

#### **CUNYtechworks UX Design Cohort**, NYC, 2018

Worked with team to design exhibition site and space for small local business client

Interviewed stakeholders and conducted in-depth user research

Oversaw wireframing, prototyping, user testing, and iterative revisions

## Skills

Illustration, Animation, 3D Modeling, Infographics, Storyboarding, Wireframing, Prototyping, User Testing, User Research, Game Design, UX Design, UI Design, Branding

**ADEPT WITH:** Full Adobe Creative Suite, Sketch, Unity, Maya, Final Cut, iMovie, Microsoft Office, Slack

**BASIC KNOWLEDGE OF:** HTML and CSS

## Education

CUNY BA program at **Hunter College**, g. 2021  
Cumulative **GPA 3.9**, Deans List 5 semesters  
*Thomas W. Smith Academic Fellowship recipient*