

# RYAN POLICKY

Animator / Art Director / Designer / Video Producer

303.638.9162

ryan@latenightweeknight.com :: [linkedin.com/in/ryanpolicky](https://www.linkedin.com/in/ryanpolicky)

## Honors & Awards

2021 TWIPY AWARD  
Finalist "Best Animations and Display"  
"John Carpenter's Halloween" Pinball Machine

J.D. POWER AWARD - Audi Iron Man Website  
Site Producer / Factory Design Labs

PRINT Magazine  
Snowlink Jr. Website / Game Design Highlight

LEAD PRODUCER / DEVELOPER  
Adam Sandler / Happy Madison Games  
2001-2007  
Numerous Denver Awards - AIGA

A Shoreline Dream "Best Nugaze album"  
Westword 2007  
Album Producer / Musician

## Primary Skillset

VIDEO EDITOR / SHOOT PRODUCTION

INTERACTIVE & PRINT DESIGN

MOTION GRAPHICS & POST PRODUCTION

CHARACTER ANIMATION

SOUND DESIGN

PHOTOGRAPHY

MUSIC COMPOSITION

GAME DEVELOPMENT

## Education

The Art Institutes  
Associate of Applied Science Degree  
Multimedia (1996 - 1997)  
Alpha Beta Kappa Honor Society

With 24 years of experience working as a professional creative, my current passions are Video Production, Post Production, Photography, Interactive Development, and Design. After 12 years of experience developing interactive experiences at one of the top marketing agencies in Denver (Factory Design Labs), I branched off as an independent contractor and have worked directly with a wide variety of name brands, ranging from clients like Weber, Red Bull & Comedy Central, to more recently Spooky Pinball as the lead animator and UI Designer on "John Carpenter's Halloween" - a new, award-winning pinball machine. I've also subcontracted with numerous advertising agencies over the years, delivering hundreds of projects and augmenting dozens of teams at agencies like Fact+Fiction, Amelie, e2K, LRXD, Rabble+Rouser, Mode Set and Integer. I have helped in the marketing, design and post production of many startups as well, with successful launches for IRO, Ello, CirrusMD, Notion and my own personal immersive brand "Horrorhouse Fest".

Primary Specialties include: Animation & Motion Graphics, Video Production & Photography, Sound Design & Custom Scores, Video Editing, Design, Game Direction & Design, and Illustration

## Experience

### *Latenight Weeknight*

Video Production/ Art Director for Hire  
February 2010 - Present (12 years)  
Denver, Colorado

I currently lead video/photography and post production services, including motion graphics, visual effects, design and music composition and production. With an extensive knowledge in UI, web design, game development, marketing and production I have been focused in handling many aspects of visual identity and creative executions for a variety of projects, both interactive and video related.

-

### *Factory Design Labs*

Senior Art Director  
October 1997 - February 2010 (12 years 5 months)

Starting when the company was in it's infant stage, I was initially hired as the one in charge of all things interactive. I designed, programmed and built many websites, games, cdroms and interactive kiosks. I then became the man in charge of game production, working on all of Adam Sandler's flash based games, as well as games for SIA, Paramount, Disney and Airwalk. Throughout the years I also specialized in motion graphics, animation for the web, and became the in-house photographer of record, handling video and stills needed for internal and external use.