



# NICHOLAS LARIMER

MOTION + DESIGN

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## EXPERIENCE

**Freelance Graphic Design**  
2002-Present

Clients include adidas, Current TV, RealPlayer, Chow.com, and Gamblin Artists Colors. Work done in motion design, animation, illustration, print, and interactive design.

**Pinwheel Design Studio**  
San Francisco, CA, 2008-09

Designer. Responsible for creation of, print, web, packaging, video/motion design, and branding. Clients include Gershwin Music, Adina World Beat Beverages, enXco Renewable Energy, and Children's Book Press.

**Roundhouse Media**  
Portland, OR, 2006-08

Designer. Responsible for creation of print, packaging, web, branding, and video/motion design. Clients include adidas, Reebok, France Telecom, and Dynagraphics.

**Animation Collective**  
New York, NY, 2006

Intern. Responsible for color correction on various animated series for Nickelodeon, Cartoon Network, AOL. Worked with animations in Flash.

**RAPUNSEL**  
New York, NY, 2005

Character Designer/Concept Artist. Responsible for character and set design for educational video game.

## SKILLS

**Languages and Software**

Adobe Creative Suite, After Effects, Final Cut, HTML, CSS, Javascript, and a working knowledge of Flash.

**Additional skills**

Experienced illustrator, painter, printmaker, and animator.

## EDUCATION

**Parsons School of Design**  
New York, NY, 2004-06

Master of Fine Art  
Design + Technology

**Macalester College**  
St. Paul, MN, 1996-2000

Bachelor of Fine Arts  
Studio Art

## RECOGNITION

**2011 Webby Awards Official Honoree**

[www.pinwheel.tv](http://www.pinwheel.tv)

**2010 FWA Nominee**

[www.pinwheel.tv](http://www.pinwheel.tv)

**2006 Brattleboro Animation Festival**

*Waiting for the Moon to Rise*