Jess Marfisi

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Experience

Warner Brothers December 2024 - Present

Unannounced Pilot - Freelance Character Designer (Development)

Adult Swim December 2024 - January 2025

Unannounced Pilot - Freelance Character Designer (Development)

Titmouse April 2024 - August 2024

Digman! Season 2 - In House Prop and Effects Designer

Titmouse/Netflix August 2023 - November 2023

Jentry Chau vs The Underworld - In House Prop and Effects Designer

Spin Master August 2023 - October 2023

Unannounced Preschool Series - Freelance Character Designer (Development)

Warner Brothers October 2022 - August 2023

Velma - In House Prop and Effects Designer

Disney Television Animation November 2022

Big City Greens Movie - Freelance Character Design

Spin Master September 2022 - August 2022

Unannounced Preschool Series - Freelance Character Designer (Development)

Warner Brothers May 2022 - September 2022

Bye Bye Bunny - In House Prop and Effects Designer

Disney Television Animation July 2022 - September 2022

Unannounced Series - Freelance Character, Prop, and Effects Designer (Development)

Warner Brothers November 2021 - April 2022

Velma - In House Prop and Effects Designer

Cartoon Network March 2022

Mouthwash Madness (Cartoon Cartoon Short) -

Freelance Character Designer

Cartoon Network August 2021 - October 2021

We Baby Bears - Freelance BG Painter and Colorscript Artist

Jackbox Games Inc. June 2021 - July 2021

Jackbox Party Pack 8 - Contract BG Designer and Painter

Education

Savannah College of Art and Design 2012 - 2016

Bachelor of Fine Arts in Animation & Minor in Storyboarding

Graduated Cum Laude

Lectures & Workshops

Mt. San Antonio College 2023 - Animation 108

Cal State Long Beach 2023 - Design for Animation (Art 393)

Calarts 2020 - 2D Animation II

Pennsylvania College of Art & Design 2020 - Animation 102

Warner Brothers June 2021

Did I Do That to the Holidays? A Steve Urkel Story 2D Feature -

Freelance BG Designer

Cartoon Network October 2020 - June 2021

Unannounced Pilot - Freelance Character Designer and Color Designer (Development)

Warner Brothers May 2021 - June 2021

Trick or Treat Scooby-Doo! 2D Feature - Freelance BG Painter

Cartoon Network December 2018 - April 2021

The Fungies! - In House Character and Prop Designer

Titmouse/Netflix January 2021 - March 2021

We The People (Fed vs. State) - Freelance BG Designer and Painter

Warner Brothers October 2020 - January 2020

Unannounced 3D Series - Freelance Character Designer and

Visual Development Artist (Development)

Nickelodeon July 2018 - August 2018

Invader Zim: Enter the Florpus - In House BG Painter and Color Designer

Ellation Studios September 2018 - October 2018

High Guardian Spice - Freelance Color Designer

Warner Brothers May 2018 - July 2018

Unikitty! - Freelance Character Designer

Warner Brothers January 2017 - April 2018

Unikitty! - In House Prop, Effects, and Color Designer

Disney Television Animation April 2017

The Owl House - Freelance Character Designer (Development)

PUNY Entertainment September 2016 - December 2016

Danger and Eggs - In House BG Designer

Nickelodeon June 2016 - September 2016

Summer Production Intern on Teenage Mutant Ninja Turtles

Turner Studios (Atlanta, GA) June 2015 - July 2015

Cartoon Network Bumper - In House BG Designer and Painter

Skills

Highly Proficient with Adobe Photoshop CC, Shotgrid, and Filemaker

Intermediate with Toonboom Harmony, Adobe After Effects, Adobe Illustrator, and Autodesk Maya

Achievements

Gallery Nucleus 2020

Participated in Cartoon Network's Food for Thought Charity Show in which proceeds went to Feeding America

Cartoon Network Gallery 2019

Solo gallery show debuting select pieces from my upcoming book of illustrations and essays.

SCAD Chair Select Award 2016

For my student film, "Scan the Horizon", screened at SCAD's curated Animation Showcase