

Justin Cone / Curriculum Vitae

Work Experience

2018 TO PRESENT

Curatia / Creative Director & Head of Web Development

Curatia distills key market intelligence and industry trends from thousands of sources. I happily switch hats throughout the week, with duties that include:

- collaborating on new product ideation and testing
- designing and developing a full-featured web application to augment Curatia's email-based offerings
- leading all design efforts across the company
- creating dynamically-generated audio content using text-to-speech cloud services

2006 TO 2018

Motionographer / Co-Founder

Motionographer is a leading source of inspiration and insight for motion designers, animators and filmmakers. For 12 years, my duties included:

- writing feature articles about the business and craft of motion design; interviewing leading industry figures; and curating a daily video feed viewed by millions of visitors
- creating the original Motionographer website (and five iterations since launch)
- serving as editor-in-chief to over 60 contributors and editors since inception

2008 TO 2018

F5 / Co-Founder

F5 is a creativity festival exploring the intersection of design, art and technology. My duties have included:

- launching and directing the inaugural festival in 2009
- serving as advisor and executive producer for subsequent festivals
- overseeing all marketing and partnership efforts
- curating speakers and short film programs

2011 TO 2014

Psyop / Director of Special Operations

As Director of Special Operations at this Emmy award-winning production company, I initiated and oversaw various projects outside of normal commercial production, including:

- digital/interactive pitching
- hiring and managing interactive talent
- strategizing and launching new business initiatives (Psyop Interactive, Psyop Games)
- leading internal marketing and PR projects
- assisting with new business development
- partnership and acquisition scouting

2010 TO 2011

Houndstooth / Co-Founder, Executive Creative Director

I co-founded Houndstooth, a multi-disciplinary production company based in Austin, Texas with core strengths in:

- educational motion design
- interface design and web development
- interactive lighting design
- sound design and music composition

2009 TO 2010

Savannah College of Art and Design / Professor of Motion Media Design

As a professor, it was my privilege to help students master the thoughtful application of motion design in both commercial and non-commercial contexts. Courses taught:

- MOME 115: Survey of Motion Media Design
- MOME 400/448: Senior Motion Media Design Project I & II
- CMPA 100: Survey of Computer Art Applications

2007 TO 2009

NBC Artworks / Consultant

I worked with MSNBC and NBC-Universal/Artworks as an adjunct writer and creative catalyst. My job was to enable the best possible output from the creative and marketing teams.

2007

Apple / Motion Designer (Graduate Intern)

As a graduate intern, I had the same duties as a full-time Apple employee, including:

- creating promotional and educational motion graphics for retail and online environments
- enhancing the production pipeline via custom development and alternative workflow proposals

2005 TO 2006

Enspire Learning / Multimedia Designer

Enspire pioneered innovative approaches to corporate training through online, in-person and hybrid educational products and services. My duties included:

- leading small teams in the creation of interactive, educational experiences
- developing graphical user interfaces
- collaborating with clients during all phases of project development, from sales to delivery

2001 TO 2005

University of Texas at Austin / Multimedia Designer

As a multimedia designer at the University of Texas at Austin, I designed and developed web-based applications to promote effective learning within the College of Engineering.

Working collaboratively with staff, faculty and students, I created:

- custom hardware systems
- web applications
- educational motion graphics

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Education

2006 TO 2008

Savannah College of Art and Design

- MFA, Motion Media Design
- SCAD Leadership Award

1997 TO 2001

University of Houston Honors College

- BA, Creative Writing
- Summa Cum Laude
- University and Departmental Honors

Interviews and talks

- Host, Blend Fest, May 2017
- Interviewed for The Futur podcast with Chris Do, August 2017
- "Work, Play and Everything in Between," panel moderator, Blend, May 2017
- "The Future of Motion Design," FITC Toronto, April 2017
- "The Motionographer Story," Lynda.com documentary, November 2016
- "Enter the Cone Zone," School of Motion Podcast, August 2016
- Interviewed for The New Yorker Radio Hour, "Virtual Reality: The Wearable Movie?," May 2016
- Interviewed for "The Not-So-Corporate Podcast – #030: Motion Graphics: Trends, Business Tips, and Industry Highlights," March 2016
- "The Future of Motion Design," Blend, 2015
- Interviewed for Mograph Mentor podcast, 2015
- Interviewed for The Collective podcast, 2014
- "The Art of Animation and Motion Graphics," PBS Off Book, 2012
- "State of Design," Promax/BDA North America, 2008, 2009, 2011 & 2012
- "The Fundamentals of Motion Graphics," Adobe MAX North America, 2008
- Motion Graphics Panelist, OFFF New York and Barcelona, 2007

- Principal organizer and co-presenter, SCAD Inspire 07, 2007
- “Universal Everything,” ID Magazine, 2006
- “Who is Justin Cone?” Promax/BDA, New York, 2006
- “Can Copyright Bring Audience and Filmmaker Together?” Panelist, SXSW Austin, 2004

Publications

- Foreword for *Design for Motion* by Austin Shaw, Focal Press, 2015
- “How to Hunt Unicorns,” Free Range, 2015
- “The Language of Motion Design,” Computer Arts, December 2013 (print and online editions)
- Stash Motion Graphics Collection: Introduction, Stash Magazine, 2009
- Introductory Essay, PSST! Pass It On 3, 2009
- SpotWatch, BRIEF Magazine, 2009
- “Exodus, Movement of the People,” 2D Artist Magazine, 2007
- Quoted in “The New Psychedelia,” written by James Gaddy, Print Magazine, 2006
- “INTICE – Interactive Technology to Improve the Classroom Experience” 2004 ASEE Annual Conference & Exposition

Judging

- AICP Post, Character Design & Animation, 2019
- Fresh 19, 2019
- Yule Log, 2016
- Best of Ringling Jury Member, 2014
- VOTD Jury Member, 2014
- AICP Next Awards, Cause Marketing, 2014
- Bass Awards, 2013
- ADC Awards, Motion, 2012
- YCN Awards, 2012
- AICP Next Awards, Product Placement, 2012
- AICP Show, Design Category, 2011

- Vimeo Festival + Awards, Motion Graphics Category, 2010
- Type Directors Club / Intro 09, 2010
- The FWA / Site of the Year Awards, 2007-2010

Curation

- PauseFest 2014 Screening: Narrative in Motion
- AIGA / Design Envy, 2011
- Stash Magazine / Motion Graphics Collection Vol. 1, 2009
- Future Film Festival / Motionographer Showcase, 2009
- F5 RE:PLAY Film Festival, 2009