



RICHARD UNGER: ANIMATOR • VISUAL STORYTELLER

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[portfolio: weshouldhirerichardunger.com](http://portfolio:weshouldhirerichardunger.com)

PROFESSIONAL SUMMARY

Animator and visual storyteller specializing in 2D animation, motion media, and character-driven visual narrative. Background includes commercial animation, puppetry, stop-motion, and youth-focused creative programming.

TECHNICAL & CREATIVE SKILLS

2D Animation • Motion Graphics • Traditional Animation • Stop-Motion Animation • Storyboarding • Character Design
Animatics • Narrative Development • Film Production • Editing • Sound Design • 3D Rigging & Animation
Puppet/Object Movement • Creative Workshop Development • Visual Development

SOFTWARE

Adobe Creative Suite (After Effects • Premiere Pro • Photoshop • Illustrator) • Toon Boom Harmony • Dragonframe

PROFESSIONAL EXPERIENCE

Animator

Parabolic — Birmingham, MI / Remote 2021–Present

Collaborate with creative directors, designers, and producers to develop 2D animation, motion graphics, and visual storytelling for a wide range of commercial campaigns and branded media. Contribute across the production pipeline, from concept development through animation and final delivery. Clients and brands include Weleda, San Francisco Bay Coffee, OZO Foods, Sonoma Creamery, Planet FWD, Collins Aerospace, and more.

Founder

Eyerus Film Festival — Royal Oak, MI 2017–2022

Founded and curated a youth film festival featuring student films from schools across Metro Detroit. Led all aspects of festival planning and execution, including programming, submission management, marketing, venue coordination, and public screenings at the Main Art Theatre in Royal Oak, Michigan. Created an opportunity for emerging filmmakers to present their work in a professional theatrical setting while fostering community engagement through the arts.

Council Member

Museum of Contemporary Art Detroit — Detroit, MI 2017–2020

As a member of the Youth Program Council at the Museum of Contemporary Art Detroit (MOCAD), developed and facilitated creative workshops and youth programming centered on contemporary art, visual storytelling, and artistic expression. Worked alongside museum staff and local artists to create inclusive, hands-on experiences that encouraged creativity, collaboration, and community engagement.

AWARDS, EXHIBITIONS & RECOGNITION

Participant, **National Puppetry Conference** — Eugene O'Neill Theater Center, 2025

Studied object-movement puppetry under Berlin-based puppeteer Alice Gottschalk in The Language of Material and Objects.

Selected Film, "Bloom" — **Museum of Contemporary Art Detroit**, Pretty/Ugly Exhibition, 2019

Event Key Art / Poster, "Pigsty" — **Museum of Contemporary Art Detroit**, Pigsty Exhibition, 2018

Selected Film, "Limbs" — **Cinetopia Film Festival**, 2018

Best of Show & Best Animated Short, "Bloom" — **Michigan Student Film Festival**, presented by DAFT, 2018

EDUCATION

Savannah College of Art and Design

Bachelor of Fine Arts, Animation Savannah, GA | 2019–2024

Relevant Coursework: Traditional 2D Animation • Stop-Motion Animation • 3D Rigging & Animation • Film • Sound Design