



RICHARD UNGER: ANIMATOR • MOTION MEDIA ARTIST • VISUAL STORYTELLER

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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

Motion Media Animator

Parabolic — Birmingham, MI / Remote 2021–Present

Collaborated on 2D animation development, visual storytelling, and motion execution for a range of creative campaigns and visual media projects.

Youth Program Council Member

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

Developed and facilitated arts-based workshops and creative programming for children and teenagers through the Museum of Contemporary Art Detroit. Supported youth programming focused on visual art, creative expression, and community engagement. Collaborated with museum staff and young artists to create accessible arts experiences.

Founder / Festival Director

Eyerus Film Festival — Royal Oak, MI 2017–2022

Founded and curated a youth film festival showcasing student work from schools across Metro Detroit.

Organized film submissions, programming, screenings, promotion, and event coordination.

Hosted festival screenings at the Main Art Theatre in Royal Oak, Michigan.

Built a platform for emerging young filmmakers to publicly screen and celebrate their work.

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