

Jacob Grasser (he/him)

Character Animator | Background Artist

Contact:

jacobgrasser5@gmail.com

(314)282-1389

Clayton Missouri, 63105

Social Media and Portfolio:

Portfolio: <https://www.jacobgrasser.com/>

Instagram: <https://www.instagram.com/grasserjacob/>

Professional Summery:

2D animator who has hands-on experience in fast paced animation environments and technical proficiency in industry-standard software. Accustomed to collaborating within a team, seeking to further develop their skills and career while contributing impactful visual content, alongside captivating storytelling. Demonstrates an insatiable work ethic and passion for the craft.

Softwares:

Adobe Creative Suite, Procreate, Procreate Dreams, Clip Studio Paint, Blender, Story Board Pro

Skills:

Character Animation, Background Design, Visual Effects, Character design, Storyboard Development

Experience:

Zensia Coffee | Digital Content Designer/Lead Barista | (2026 - Current)

- Working on hand drawn digital content for the social media pages which consists of illustrations and animations.
- Oversee and train baristas ensuring a smooth workflow while adhering to the needs of the store and customers.

Freelance:

No One I Knew Somewhere | Animator | Documentary | (2026 - Current)

- Working on a political documentary about Israel Palestine relations in hopes of peace.

STRAY2K Music Visualizer | Animator | Music Video | (2026 - Current)

- Working on animating a looping morph for a band adhering to their style.

Music and Memory | Fulton Street Media Group | Animator | Educational Series | (2025 - Current)

- Working on a series of educational videos surrounding the brain's response to music.

CATBLASTER | Fulton Street Media Group | Animator | Video Game and Comic | (2025 - Current)

- Working as a concept designer and animator for a mobile video game and dystopian science fiction universe.

Coma Coffee Branding | Animator and Illustrator | (2025)

- Illustated package designs and animated a social media ad.

Education:

Bachelor of Arts | Animation

University of Missouri Columbia, 05/2025