



George Norman Lippert

Digital Artist/Game Designer/Modeller/Animator

[Demo Reel](#)

[Website](#)

CAREER OBJECTIVE

Senior-level creative leader with 20+ years of experience melding high-impact visual direction and hands-on production across branding, campaigns and interactive media. Proven at developing concept-to-delivery visuals that align with business strategy, brand standards and audience impact. Expertise spans campaigns for mobile & PC game launches, corporate brand initiatives, multi-channel marketing and immersive storytelling. Skilled in driving art-direction for high-complexity projects, leading cross-functional teams, managing stakeholders, and championing pixel-perfect execution.

PROFESSIONAL EXPERIENCE

Senior Media Specialist / Consultant

Erie Insurance Group – Erie, PA

2015–Present

- Lead designer, 3D animator, and brand coordinator responsible for high-impact internal and external campaigns and messaging in a financial industry.
- Translate abstract concepts into visual media across motion graphics, 3D animation, and live-action compositing.
- Direct and mentor multi-disciplinary creative teams; oversee production from concept to delivery.
- Regularly engage in stretch projects involving storytelling, visual effects, and interactive presentation.

Founder / Lead Animator & Game Director

Speedbump Games - St. Louis, MO/Erie PA

Jun 2008–ongoing

- Sole developer and creative director for multiple award-winning 3D games, including **Dream:scape (2011)**, **Dreamscape Revelation (2025, in development)**, and **Dream:scape Remastered (2025, Steam release)**.
- Managed all creative and technical facets: writing, modeling, rigging, animation, lighting, rendering, sound, and marketing.
- Each of four mobile titles was **featured by Apple App Store** — an exceptional record for an independent studio.
- Developed cinematic animation sequences and character performances integrating UE5 Sequencer and Niagara FX.

CONTACT

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[GNLippert](#)

EDUCATION

Bowling Green State University

Computer Art and Animation

Life Drawing, 3D Animation,

Illustration, Digital Art, Web Design

RELEVANT SKILLS

- Art direction & creative concept development
- Visual identity & brand systems
- Multi-channel campaign design (digital, static, 3D/motion)
- Adobe Creative Suite motion/animation workflows
- Cross-functional collaboration (marketing, compliance, production)
- Project leadership, workflow optimisation & quality assurance
- Multidisciplinary production: 3D anim, modeling, compositing, lighting

- Built environments and interactive storytelling systems optimized for both mobile and PC performance.

Lead Graphic Artist

2008–2010

Technisonic Studio – St. Louis, MO

- Directed and executed motion-graphics, compositing, and 3D animation for national commercial clients.
- Collaborated directly with producers and editors to storyboard, light, and animate high-profile post-production sequences.
- Expanded into live-action direction, leading shoots for multiple broadcast projects.