Everett Aldrich

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EXPERIENCE

ART SUPERVISOR | FCB HEALTH NEW YORK

March 2025 – Current

Work collaboratively with cross-functional brand team as the hands-on manager of daily creative art direction for my assigned client. In partnership with my copy counterpart, the Art Supervisor will support the generation of unique concepts, design and layout materials through to finished product, while ensuring adherence to client's marketing strategies and objectives within specified deadlines. The Art Supervisor is responsible for the supervision and career development of junior art team members.

SENIOR INTEGRATED DESIGNER | FCB HEALTH NEW YORK

November 2022 – March 2025

Setting best practices and mentoring up-and-coming integrated designers as well as delegating tasks among the team. Introduce new design methods to FCB brands and our clients. Continue to collaborate with art directors and designers by technically executing various marketing pieces and mediums including static and motion design in a fast-paced, deadline-driven, multi-faceted work environment.

INTEGRATED DESIGNER | FCB HEALTH NEW YORK

September 2019 – November 2022

Collaboratively and proactively support art directors and designers by technically executing various marketing pieces across multiple channels (Digital and Print) in a fast-paced, deadline-driven, multi-faceted work environment.

GRAPHIC DESIGNER | EDUCATIONAL TESTING SERVICE (ETS)

November 2018 – August 2019

Interpret written instructions to create illustrations for a variety of standardized tests using Adobe Creative Cloud following best practices guidelines. Tests are used in 180 countries worldwide.

GRAPHIC DESIGNER | NJIT CENTER FOR BUILDING KNOWLEDGE

May 2017 – May 2018

WEB DESIGN CONSULTANT AND EDITOR | ALDRICH CONSULTING SERVICES

May 2016 – May 2017

DESIGN INTERNSHIP | HYPNO DESIGN

July 2014 – August 2014

EDUCATION

B.A. DIGITAL DESIGN | NEW JERSEY INSTITUTE OF TECHNOLOGY

May 2018

Graduated Magna Cum Laude with a degree in Digital Design. The curriculum track I studied was the Entertainment Track and classes consisted of Design Studios, 3D Character Design, Acting for Animators, Simulated Environments, Digital Sound and Music, History of Games, and Futurebook. These courses taught me a wide range of skills that I've continued to build upon in the years following my graduation.

DESIGN PROFICIENCY

COMPUTER SOFTWARE

3D Studio Max – 5 years
Adobe After Effects – 8 years
Adobe Illustrator – 10+ years
Adobe InDesign – 10+ years
Adobe Photoshop – 10+ years
Adobe Premiere – 6 years
Autodesk Maya – 6 years
Microsoft Office – 10+ years
Adobe XD – 3 years
Sketch – 3 years
Figma – 1 year

SKILLS

3D Modeling
Animation
Character Design
Compositing
Concept Art
Digital Paint
Drawing
Front-End Web Design
Graphic Design
Illustration
Motion Graphics
Retopology
Rigging & Skinning
Storyboarding
Texturing
Unwrapping
World Building

TRADITIONAL ART EDUCATION

PRIVATE ART INSTRUCTION | STUDIO CLASSROOM with Karen Titus Smith

June 2009 – August 2014

Fundamentals of drawing and oil painting realism, surrealism and plein air landscapes as well as techniques in color and composition.

FIGURE DRAWING & PAINTING | PENNSYLVANIA ACADEMY OF FINE ARTS

Summer 2013

Figure drawing and anatomy including gesture, structure, palettes and basic figure painting methods.

DYNAMIC DRAWING and LEARNING PHOTOSHOP | MOORE COLLEGE OF ART & DESIGN

Summer 2010 and 2011

Perspective and observational drawing as well as the basics of sculpting character models. In Photoshop, photo manipulation, coloring, drawing and Pixel Art.

ART ACCOMPLISHMENTS

EQL BAND | FCB HEALTH NEW YORK

2023 - 2024

I was in charge of designing and 3D Modeling/Animating the EQL Band smart watch strap. The project goal was to create a device that uses sound to measure the heart rate of the wearer more accurately, regardless of skin tone. I worked closely alongside the creative engineering team to make sure the design was feasible and was able to work as accurately as described in the design brief. After concepting, I created several 3D iterations and animated the showcase reel. To view the EQL Band in more detail, click here.

EQL Band Awards:
Awarded Best Medical Device at 2024 MANNY Awards
2 Gold, 3 Bronze, and 5 Shortlist at NewYorkFestivals
Shortlisted at CANNES
Nominated for a Webby Award

NON DIMENTICARE | BLACKBIRD FILM FESTIVAL

2023

From November 2021 to August 2022, I created a 3D animated short film which was selected to screen at Blackbird Film Festival. Out of 992 submissions, only 97 were selected. To view my film, click here.

US MOVIE POSTER DESIGN | UNIVERSAL STUDIOS

2019

Artwork selected to be a part of the Us Movie Fan Art Marketing Campaign. Work displayed in SXSW Gallery, and appeared in All Def Digital's video: Show "Us" Art.

DESIGNER OF DISTINCTION | NEW JERSEY INSTITUTE OF TECHNOLOGY

2016, 2017, 2018

Recipient of NJIT's Annual Awards Ceremony for "Second, Third, and Fourth Year Digital Designer of Distinction".

DESIGN SHOWCASE | NEW JERSEY INSTITUTE OF TECHNOLOGY

2016, 2017

Was selected to participate in NJIT's Design showcase, a networking event and exhibition featuring student work from the school of Architecture and Design.

DRAWING CONTEST | FERRING PHARMACEUTICALS

2014, 2015

For two years in a row, I participated and won an art contest held by Ferring Pharmaceuticals. The drawings are displayed in the Ferring Offices in New Jersey. The first piece was about a breast cancer survivor and her supportive husband, and the second followed the theme "People come first at Ferring."

HOLIDAY CARD | NEW JERSEY INSTITUTE OF TECHNOLOGY

2015

I was selected to draw the cover of the NJIT Alumni Holiday card.