



© 2014, 2017, Paul Brown 3rd

Character Animator / Digital Artist

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| Summary | Over 5 years animating characters in Maya and other 3D software in a professional capacity in the movie and video production, video game and software publishing, and advertising industries. Well versed utilizing character animation principles to create believable performances. Also skilled in Rigging, Modeling, Re-Topography, Texture-Mapping, and Story-board art. | |
| Education | Savannah College of Art and Design Savannah, GA. Candidate for Master of Fine Art: Animation. Savannah College of Art and Design Atlanta, GA. Bachelor of Fine Art: Computer Animation. | |
| Experience | <i>Character Animator / Digital Artist</i> - Fisher Price (Pro Unlimited), E. Aurora, NY, 4/17 – 10/17. <i>Freelance Animator</i> - Self Employed. Columbia, TN, 1/14 – 4/17. <i>Technical Director / Character Animator</i> – SCAD Collaborative Project, Online, 3/16 – 5/16. <i>Animator</i> - Spray N' Pray Studios. Atlanta, GA 7/14 – 2/15. <i>3D Animator / Multimedia Artist</i> – Intelligent Decision Systems, Inc., Pensacola, FL 3/08 – 4/12. <i>Freelance Animator</i> - Self Employed. Atlanta, GA, 2/07 – 3/08. | |
| Skills | 3D Character Animation 3D Character Rigging Animatic Production Motion Graphics | 2D Character Animation 3D Modeling and UV Mapping Storyboard Art Graphic Art |
| Software | Maya Adobe Creative Suite Mudbox Unity Motionbuilder | V Ray Z Brush 3D Studio Max Cinema 4D GIMP |
| Projects and Awards | <u><i>The Munchies (2016)</i></u> : An animated short film created in the SCAD ANIM 737 OL Collaborative Project in the summer quarter of 2016 directed by Jon Farrell. Winner of the C16 (<i>Animation/Graphics/Special Effects</i>) category for the <i>Nation Academy of Television Arts and Sciences Southeast Student Production Awards, 2017</i> . I was the film's Technical Director, Character Rigger, and a Character Animator. https://www.youtube.com/watch?v=lfad2U8fLJs&feature=youtu.be <u><i>RAVEN -Episode 01: Immolation (2015)</i></u> : A ScFi RPG developed in Unity 3D for the XBOX One, XBOX 360, and PC by Spray N' Pray Studios in 2014. I created various character animations for the game. https://www.facebook.com/spraynpraystudios | |
| References | Available upon request. | |
| Portfolio | http://www.pb3animation.com | |