

Paul Brown III

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Summary

Dynamic Animator with over 5 years of experience in creating high-quality cinematic character animations and complex rigs for video games and media projects. Expertise in 3D character animation, storytelling, and visual composition using Autodesk Maya. Proven ability to collaborate with clients and teams to develop compelling narratives and visually engaging sequences. Seeking Animator role to further apply creative and technical skills.

Skills

3D Character Animation (Stylized & Realistic), Key Art Composition & Visual Storytelling, Camera Layout, Shot Design & Previsualization, Storyboarding & Narrative Development, Character Rigging for Feature Animation, Motion Capture Editing & Integration, Excellent Organisation, Communication and Interpersonal Skills, Adaptable and Always Willing to Learn New Processes and Technical Skills, Autodesk Maya, 3D Animation, Visual Storytelling

Work Experience

New Story Plus, LLC.

Freelance Rigging Artist / Animator | Jul 2024 - Present

- Collaborate with the Animation Lead and Supervisor to produce high-quality animation for the video game AGAVE (<https://playagave.com>), focusing on body mechanics and animal movement.
- Designed and constructed several character and creature rigs in Autodesk Maya for film and game projects, resulting in a significant improvement in animation quality.
- Applied knowledge of acting to create animations that align with project style and pacing, successfully completing multiple projects.

Self-Employed

Freelance Animator | Jul 2024 - Present

- Created cinematic character animations and key poses for over 20 diverse game and media projects, ensuring alignment with client vision.
- Collaborated with clients to develop visual direction, composition, and storytelling elements, enhancing overall project narrative.
- Demonstrated expertise in Autodesk Maya to deliver high-quality animations that met industry standards, with all projects deemed satisfactory by clients.

MV Media, LLC.

Animator | Apr 2022 - Aug 2022

- Created 10 character animations and Previs sequences for "Playing the Odds: Episode One" (2023), contributing to the visual storytelling of the project.
- Developed storyboards and shot compositions, effectively supporting the narrative flow and ensuring cohesive visual presentation.
- Designed dynamic camera movements and character blocking to enhance emotional impact and clarity of performances, contributing to the video receiving over 3k views on YouTube.

Synthesis AI

Character Animator / Retopology Artist | Jul 2021 - Feb 2022

- Animated 3D characters for games and virtual reality, focusing on physical motion, weight, balance, texture, and form to enhance realism.
- Retopologized high-resolution scans using Blender and R3DS, ensuring digital humans were optimized for animation and rendering pipelines in real-time and interactive applications.

The Third Floor, Inc.

Previs Shot Creator / Animator | Feb 2021 - May 2021

- Produced cinematic previs shots for "Shazam! Fury of the Gods" (2023), transforming scripts and storyboards into dynamic sequences with strong composition and camera language.
- Focused on character staging, timing, and shot design to effectively communicate key story beats, demonstrating adaptability and openness to direction.

Education

Savannah College of Art and Design

Master of Fine Arts, Animation | 2024

Atlanta College of Art (SCAD Atlanta)

Bachelor of Fine Arts, Animation | 2002