

Bren Wilson Animation

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Primary Skillset

- Character Animation
- Character Rigging
- Motion Graphics

Secondary Skillset

- Modeling / Texturing
- Videography / Post Production
- 2D animation (flash)
- Compositing / Special effects

Software

- Autodesk 3ds Max
- Autodesk Maya
- Adobe Photoshop
- Adobe Flash
- Adobe After Effects
- Adobe Premiere

Education

- Art Institute of Dallas

Associate of Applied Arts/

–Computer Animation and

Multimedia

- Art Institute of Dallas

Associate of Applied Arts

–Music and Video Business

–Awarded Full Scholarship

Personal Passions

- Fitness / Wellness
- Training my dogs
- Film making

Freelance and Contract 2007 – Present

Rabbit Content: Character animation for Snapdragon commercial

Shilo Design: Broadcast character animation using Maya with a variety of clients, including KFC, Hasbro Games, EA Games and Toyota

Digital Domain: Pre-vis animation character sequences for "Paradise Lost"

Portalarium May 2013 – Present

Animation Lead

- Leading a team of up to 3 animators, defining and maintaining animation style and quality for in-game assets
- Helping define animation pipeline and asset setup in Unity
- Character rigging for "humanoid" setup within Unity
- Character rigging for creatures
- Worked closely with programmers and designers to develop compelling animations for in-game combat using multiple weapon types
- Maintain balance between quick turnaround and high quality and consistency

Disney Interactive Media Group /

Playdom Interactive November 2011 – May 2013

Lead Character Animator

- Developed and maintained animation style for the product
- Animation of principle in-game characters and creatures
 - Animated many 2D User Interface and info graphic elements
- Rigging
- 3D modeling / UV mapping
- Created Special effects using 3Ds Max and AdobeFlash
- Established and maintained animation tools and production pipeline, export requirements etc.

NC Soft Inc. April 2001 – March 2009

Senior Animator / Lead animator

- Developed and maintained animation style for the product
- Animation of principle in-game characters and creatures
- Rigging
- 3D modeling / UV mapping
- Created Special effects using 3Ds Max and proprietary particle system
- Established and maintained the animation tools and production pipeline, including export requirements, database relationships, publishing, and state machine framework
- Responsible for hiring, managing, and directing a team of 3 to 5 animators and special effects artists.
- Principle director for a 6-day, 500+ asset motion capture shoot.

Origin Systems / 1996 – 2001

Lead Animator / Ultima Online 2

- Assisted in establishing the initial animation production pipeline and assets
- Responsible for hiring and managing a team of animators and special effects artists
- Managed / directed motion capture shoot

Lead Animator / Ultima Online (plus expansions: The Second Age and Third Dawn)