



## Character Animation / Motion Capture Artist

**Bryan Brewer**  
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### Skills:

Motionbuilder  
Maya  
3D Max  
Blade  
Storyboarding  
After Effects

### Experience:

**LightBox Interactive** Austin TX 2009-2012

Job Title: **3D Animator and Motion Capture Artist**  
Lead Animator on the game  
[StarHawk](#)

**ID Software** Mesquite TX 2009

Job Title: **3D Animator and Motion Capture Artist**  
Contract work on the game  
[RAGE](#)

**3D Realms** Garland TX 2006-2009

Job Title: **3D Animator and Motion Capture Artist**  
Character Animation and Motion Capture for the game  
[Duke Nukem Forever](#)

**Reel FX** Dallas TX 2006

Job Title: **Contract 3D Animator**  
Character Animation on the movie  
[Everyone.s Hero](#)

**Terminal Reality** Lewisville TX 2004-2006

Job Title: **3D Artist, 3D Animator**  
Character animation, Character rigging, Level Storyboarding,  
Modeling, Texturing and Prop Animation for Xbox 360 titles.  
Research and Development in next gen technologies.  
Ghost Busters

**CAT Studios** Dallas TX 2002-2004

Job Title: **3D Artist**  
Headed up various projects including fully 3D animated  
Commercials.

**DNA Productions INC.** Irving TX 2002

Job title: **Contract Storyboard Artist**  
"The Jimmy Neutron TV Show"  
"Trading Faces"  
"Hypno Birthday to You"  
"Journey to the Center Of Carl"  
"Ultra Sheen"

**References available upon request**