Paul Brown 3rd

Character Animator / Digital Artist

http://pb3animation.artstation.com

http://www.pb3animation.com

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CAREER RELATED EXPERIENCE

2017: Freelance Character Animator , Blue Penguin, LLC., Fort Collins, CO.
- Animated a 3D realistic human character for an Augmented Reality program.
- Successful in exporting 3D character animation data and props directly from Maya into Unity

2017: Character Animator, Fisher Price, E. Aurora, NY.
- Animated cartoon style 3D characters for television and social media commercials using Maya and V-Ray utilizing dynamic body movement, facial expressions and lip sync.
- Successfully worked in a 3D character creation pipeline involving the use of Maya for modeling, rigging, and animation, Z Brush for sculpting and re-topology, and Mudbox for texture painting.

2016: Technical Director, The Munchies, SCAD Group Project, Savannah, GA.
- Created and maintained a high fidelity 3D character Maya rig for the main character of the short film utilizing advance rigging techniques for 3D cartoon character animation including FK/IK blending, stretchy IK, lattice deformers, and blend-shapes.
- Provided technical support and instruction for the animation team on the rig and related issues during production of the film.
- Also served as a part of the animation team and created character animation, 3D models, and effects animation for several scenes.

2014 -2015: Freelance Animator , Spray N' Pray Studios, Atlanta, GA.
- Created game play animation and character rigs for a 3D human and robot character used in a XBOX One/PC title utilizing Maya and Unity.
- Showed strong understanding of and knowledge of game play animation pipelines and animation integration from Maya into Unity.

2008-2012: 3D Animator, IDSI, Pensacola, FL.
- Rigged and animated realistic 3D human bipedal characters and machines in Maya and Motion Builder for interactive multimedia applications.
- Effectively communicated with co-workers, directors, and managers regarding issues with the animation production pipeline.

SKILLS

3D Character Animation	2D Character Animation	3D Character Rigging
3D Character Modeling	3D Hard Surface Modeling	Texture Mapping
Animatic Production	Compositing	

SOFTWARE

Autodesk Maya	Adobe Photoshop	Autodesk 3D Studio Max
Adobe After Effects	Chaos Group V-Ray	Pixologic Z Brush
Autodesk Mudbox	Unity	Maxon Cinema 4D

EDUCATION

Savannah College of Art and Design (SCAD). Savannah, GA.
Master of Fine Art: Animation | 2013 - 2019.

Atlanta College of Art (SCAD). Atlanta, GA.
Bachelor of Fine Art: Animation | 1998 -2002.