

BRICE ANDERSON

3D Animator

Portfolio: www.briceanderson.com

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Skills

Tools:

- Maya-Animation and modeling for video games and 3D films
- Photoshop-Digital painting, texturing, and image manipulation
- Zbrush-Normal map sculpting
- Headus-UV unwrapping
- Unreal 3 Engine-Level design, asset creation, animation
- Traditional-Oil painting, sketching, illustration
- 3Ds Max-Animation

Work Experience

Cinematics(November - December 2009)

Animation Intern

- Produced high quality animations for several game titles including Tales of Monkey Island and Sam & Max 2010
- 3D Modeler for Deadliest Warrior intro cinematic
- Cleaned typology of low poly assets
- Turned low poly game assets into high poly cinematic assets
- Imported light rigs and populated a scene

Art Institute of Portland(January - September 2009)

Animation Lead for Tread Production

- Produced the majority of all animations
- Oversaw animation quality and deadlines
- Exported & imported Animations into Unreal3 Engine

Concept Artist for Tread Preproduction

- Created original game concept and pitch for Tread
- Worked on character, weapon, vehicle, item, and world concepts

Education

The Art Institute of Portland(January 2007 - December 2009)

Bachelor's of Fine Arts in Game Art & Design

Extra

Second place animation winner of Evolve CG's Ultimate Hunter Challenge