

Brian Beck

Animator & Digital Artist

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Objective

Eagerly seeking a growth opportunity in the digital media industry. While effective in the field of computer animation, willing to learn all aspects of the industry.

Profile

Excels in fast paced environments. Thrives on challenging projects, constructive criticism, and tight deadlines. A team player that believes knowledge and collaborating ideas are key to a successful project. Comprehensive understanding of the digital media industry and an excellent understanding in 3D animation. High amount of experience with both biped and quadruped rigs. Has the ability to give a character emotion, life and distinctive personality.

Education

Full Sail University – March 2012
Bachelor of Science in Computer Animation

Skills

3D Animation, Hard Surface Modeling, Lighting, Motion Capture, Rigging, Storyboarding, UV Mapping, Visual Effects

Software

Autodesk Maya, Final Cut Pro, Motion Builder, Nuke, Photoshop, Unity Engine, Unreal Engine

Employment History

MarketSource – Cincinnati, OH
District Team Captain; January 2018 – September 2019
Electronics & Entertainment Lead; September 2017 – January 2018
Wireless Team Lead; June 2017 – September 2017
Wireless Team Member; January 2017 – June 2017

Loreful – Cincinnati, OH
3D Animator; June 2016 – December 2016 | Work includes: MarchQuest for IOS
Visual Effects Artist/Animation; August 2013 – July 2014

Education Endeavor – Ashburn, VA
Game Animator; July 2014 – December 2015 | Work Includes: Mission to Planet Leema for IOS

RSM Consulting – Herndon, VA
Contract Animator; October 2012 – June 2013

Work Experience

District Team Captain

Lead for the mobile department at the most profitable Target store in the Cincinnati area. Assisted the District Manager in improving sales for Target stores in the Lexington and Cincinnati area. Coached leads of other locations to help them reach their sales goals while still exceeding goals at my main store. Expanded business throughout the area to help drive the district to be the highest ranked in the country several times in 2018.

3D Animator

Created high quality facial animations inside the Unity Engine. Met strict deadlines and expanded my animation skill set while still exceeding expectations. The Animations were used in MarchQuest, an award winning Story-Based Role Playing fitness game for IOS.

Visual Effects Artist/Animation

Created stunning in-game visual effects using Autodesk Maya and Unity FX Maker. Worked closely with game developers to deliver high quality effects while maintaining great game performance. These effects were intended for the game Ambrov X, a Sci-Fi Role-Playing game based off the Sime-Gen book series.

Game Animator

Passionately created detailed hand keyed animation cycles using Autodesk Maya. Effectively collaborated with game developers and designers during the animation process. Created clean and effective animation cycle trees inside the Unity Engine.