

BRIAN CARTER

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OBJECTIVE

Seeking a collaborative, exciting, and creatively-rewarding career as an animator or generalist with an emphasis on computer-generated character animation.

RESPONSIBILITIES

Rigged and animated characters and assets for production on several multi-platform video games in both 2D and CG software.

Created and rigged assets including characters, backgrounds, and props for production on 37 episodes of an international hit animated series, including one Emmy winning episode.

Completed a fully animated CG short student film. Was responsible for all aspects including animation, story, modeling, rigging, lighting, shading, and compositing.

Completed 3 traditionally animated short student films.

Assisted fellow students in solving character rigging challenges.

Posed CG models for use in print advertising.

Outside of animation school, took classes in acting, playwriting, improvisation, and directing.

EXPERIENCE

2012 - September – Present

Technical Director – South Park Studios

2013 – January – 2015 - May

Animator – WayForward Technologies

2012 - July - August

CG Intern – Petrol Advertising

2012

Advanced Rigging Class Teacher's Assistant – California Institute of the Arts

EDUCATION

2008-2012 California Institute of the Arts – School of Film/Video: BFA4 Character Animation

2006-2008 Fresno City College, Fresno, CA – Art

FILM FESTIVALS

2012 Official Selection - CalArts Producers' Show – Director: "Princess of the Magical Tears"

2011 Official Selection - CalArts Producers' Show – Director: "Give Me Space"

SOFTWARE EXPERIENCE

Maya (animation, modeling, and rigging), 3DS Max (Animation, rigging), Unity, Photoshop, After Effects, ZBrush, Mudbox, Final Cut Pro, Premiere, Flash, TVP Animation, Spine,