

Brett Magnuson

1804 Santa Clara Avenue, Apartment E, Alameda, CA 94501
ph. 415.216.5066, email bmagnuson@gmail.com

OBJECTIVE

Character Animation Position

WORK EXPERIENCE

Walt Disney Feature Animation, Burbank, CA June 2007' – Aug. 2007'
Internship – Character Animation

- Created key frame animation with characters from an abandoned movie
- Attended classes relating to the Disney pipeline

Hero Motion and Pictures, San Francisco, CA Jan. 2005' – Feb. 2006'
Freelance – Animator / CG Artist

- Created key frame animation for characters, and objects
- Assisted in the production of five commercials, a feature film titled Idlewild, and a short film titled uh-oh
- Character Setup: Idlewild, uh-oh, and rigging for commercials

Intellitek, Omaha, NE Jul. 2003' – Aug. 2003'
Freelance - 3D Modeler

- Created detailed 3D models and texture mapping of furniture for a Direct X software application

SOFTWARE KNOWLEDGE

Applications: Maya, Photoshop, After Effects, Premiere, Final Cut - Pro, and MS Office

Operating Systems: Windows XP, Macintosh OS X, and LINUX

EDUCATION

Animation Mentor, Berkeley, CA Sept. 2005' – Sept. 2006'
Advanced Studies in Character Animation

Academy of Art University, San Francisco, CA Sept. 2004' – Dec. 2007'
Master of Fine Arts in 3D Character Animation

University of Nebraska at Omaha, Omaha, NE Sept. 1997' – May 2002'
Bachelor of Fine Arts in Digital Art & Animation
Honors, Magna Cum Laude

RELATED COURSE WORK

Pixar Animation Classes, Level 1, 2, & 3: Taught by Pixar Animators

Acting for Animators: Taught by Michael Carroll

Storyboarding: Taught by Dalton Grant, Jr.

Body Mechanics: Taught by Doug Dooley

RELEVANT SKILLS

Teamwork / Communication

- Excellent team player
- Able to engage in positive and critical dialog regarding the work at hand
- Able to give and receive criticism in a professional and constructive manner

Multitasking / Prioritizing

- Able to work on multiple projects at once
- Conscience of deadlines
- Excellent time management skills