

Brett Magnuson

Los Angeles, CA

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OBJECTIVE

To obtain an animation position.

WORK EXPERIENCE

The Third Floor Inc., Los Angeles, CA *Jan. 2011' - Present*
Animator/ Previs Artist

- Previs working in Maya to rough out performance, VFX, cinematography in early stages of film production.

Blur Studio, Venice, CA *Aug. 2010' - Jan. 2011'*
Freelance Animator

- Created key frame animation integrated with Motion Capture data for Star Wars Old Republic Intro, Batman: Arkham City, and DC Universe.

CIS Hollywood, Hollywood, CA *Nov. 2008' - Nov. 2011'*
Freelance Animator

- Created key frame animation for films: G.I.Joe: The Rise of Cobra, The Men Who Stare at Goats, The Last Song, and The Rite.

Electronic Arts, Redwood City, CA *March 2008' - Sept. 2008'*
Temp - Associate Animator

- Created key frame animation for the game SIMS Animals

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

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

SOFTWARE KNOWLEDGE

Applications: Maya, Softimage XSI, 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

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