

Bryan L James

TV • Film •
Motion Graphics • 3D

BryanLJames@me.com
BryanLJames.com

SUMMARY

Seven-year veteran, fast-learner in high pressure situations. Versatile skill set, personable and positive attitude with a teamwork ideology. Problem-solver with a passion for creating compelling content quickly to entertain and enrich the lives of an audience.

EXPERIENCE

Technical Animator/Rigger, EA Tiburon -- Aug 2016-Present

- Write and maintain scripts using Python, and UI development with PySide.
- Develop rigs and solutions for robust animation.
- Develop workflows for fast creation of rigs.
- Work with animation team to solve complex problems and paint weights based on new requirements.
- Develop joint based pose space deformation to ensure met requirements for game engine animation.
- Improve pipeline workflow by expanding toolset capabilities outside of Maya.
- Create animations to ensure capabilities of rigs while utilizing the 12 principles of animation.
- Integrate rigs from Maya into engine and create scripts to expedite the process.
- Develop process to utilize Maya's constraints and dynamic systems on game ready rigs.

Freelance: Technical Artist, Ozark Shark: A SyFy Original Film -- Jan-Feb 2016

- Utilized animation experience to develop a complicated shark rig.
- Implemented an auto swim function to the tail to speed up animation production.
- Executed direction and critique with minimum supervision.

Freelance: Video Producer, Filmscape Productions -- Jan 2016-Jun 2016

- Received direction for the production of a range of video styles and executed quickly while delivering on time.
- Designed motion graphics as needed while maintaining the brand of large name clients

Freelance: Character Animator, Triune Films -- Mar-Apr 2014

- Performed character animation for frog character with direction for "Adobe and the Frog" for display at NAB 2014 showcasing new features between Adobe Software's Premiere Pro and After Effects.

Broadcast Journalist, U.S. Army -- 2012-2015

- Recognized for outstanding production of an in-house marketing video for Majors attending the Intermediate Level Education Course (still in use) saving Fort Drum over \$30,000 in production costs
- Produced motion graphics branding, IDs, spots, and targeted messaging videos
- Successfully managed multiple projects under tight deadlines
- Regularly interacted with external media while assisting with coordination and transportation to News events around Fort Drum
- Assisted senior leadership in the development of operational strategies and messaging
- Succeeded in a rapidly changing and stressful environment by analyzing and implementing strategies
- Provided guidance to subordinates
- Produced radio/television features, public affairs announcements, and newscasts

EDUCATION

Full Sail University

BS Computer Animation — Aug 2015-May 2016