



Objective

To grow as a character animator, storyteller, and artist. My demo reel can be found at: bremelvin.com.

Experience

Illustrator at Grooters Productions, 2013-present

Illustrated full-scale digital paintings depicting historical and biblical subject matter.

Concept Artist on *A Scarlet Dawn*, 2013-2015

Designed characters, weapons, and armor. (Project formerly known as *Storm Over Gondolin*).

Freelance Illustrator 2010-present

Clients Include: (1) Private Commissions, (2) Mythgard Institute, (3) DFTBA Records.

Concept Artist on *Space Junk*, a sci-fi television project, Spring 2012.

Designed settings and characters, based on screenplay and writer's direction, for a pitch.

3D Animator on *Arrival of the Horses* a student short film collaborative, 2010.

Animated trot and gallop cycles for a herd of horses; among a team of 13, provided feedback during storyboard process.

Skills

- 3D Animation, Rigging, 3D Modeling, Motion Capture, Storyboarding, Digital Painting, Illustration, Screenwriting, 2D Animation, Stop-Motion Animation.

Software

Maya, Photoshop, After Effects, Zbrush, Unity 3D, Microsoft Office, Scrivener, Flipbook

Additional Minor Experience: MotionBuilder, 3DS Max, Unreal Engine 4, Adobe Flash

Volunteer

- Blog Contributor for OnAnimation.com & AnimationTidbits, 2011-present.
- Guest Writer/Games Correspondent for GenGame.net, 2012-2014.
- VIP/Talent Escort & Information Desk at CTN Animation Expo, 2010, 2012.
- Talent Relations Staff Member for Wondercon, 2009, 2011
- Information Desk Volunteer for Comic-Con 2010.

Education

iAnimate Feature Animation Workshop 4 with Luke Randall; Spring 2013.

Academy of Art University B.A. Animation & Visual Effects - 3D Character Animation; 2007-2011.

Affiliations

Academy of Art Animation Club, OnAnimation.com, AnimationTidbits, GenGame.net

References

Available Upon Request