



## Objective

To grow as a character animator, storyteller, and artist. My demo reel can be found at: [bremelvin.com](http://bremelvin.com).

## Experience

### Senior Order Processor at UltraGauge, 2011-2019

Process, print packing labels, pack, and ship products.

### Illustrator at Grooters Productions, 2013-2018

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.

Art Featured: Gallery Nucleus, Light Grey Art Lab, Ages of Arda Anthology, Legend of Zelda Anthology

### 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 television 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, Storyboarding, Digital Painting, Illustration, Screenwriting, 2D Animation, Stop-Motion Animation.

## Software

Advanced Experience: Maya, Photoshop, After Effects, Microsoft Office, Scrivener

Intermediate Experience: Zbrush, Unity 3D

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

## Volunteer

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

## Education

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

Game Animation Workshop 3 with Jeremy Collins; *Summer 2018*.

Creature Animation Workshop 3 with Brendan Body; *Fall 2018*.

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

## Affiliations

Academy of Art Animation Club, [OnAnimation.com](http://OnAnimation.com), [AnimationTidbits](http://AnimationTidbits.com), [GenGame.net](http://GenGame.net), Signum University

## References

Available Upon Request