



Objective

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

Experience

Cinematic Animator at Giant Squid, February 2019 - present

Animated character-driven cinematics, pre visualization layouts, and additional gameplay animations, with a focus on flight and creatures.

Senior Order Processor at UltraGauge, 2011 - 2019

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

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

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

Freelance Illustrator 2010 - 2019

Clients Include: (1) Private Commissions, (2) Mythgard Institute, (3) DFTBA Records, (4) Grooters Productions
Art Featured: Gallery Nucleus, Light Grey Art Lab, Ages of Arda Anthology, Legend of Zelda Anthology

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, Unreal Engine 4

Minor Experience: MotionBuilder, 3DS Max, Adobe Flash, Blender

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, 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, AnimationTidbits, GenGame, Signum University

References

Available Upon Request