

Michael Brenner

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Qualifications:

- Strong 2d and 3d character animation, background design and storyboarding skills
- Experienced Illustrator with excellent drawing, painting and digital photography skills
- Highly motivated team worker as well as a strong independent worker
- Proven managerial and leadership skills based on abilities as an independent and confident leader
- Ability to problem solve in a fast-paced environment with tight deadlines
- Excellent at following directions and listening to others

Skills:

Proficient in:

- 3ds Max
- Photoshop
- After Effects
- Maya
- Flash
- Illustrator

Education:

The Art Institute of Phoenix, June 2010

Bachelor of Arts, Media Arts & Animation

University of Kansas, May 2001

Bachelor of Fine Arts, Design

Relevant Experience:

ASCII Media –September 2011 – Present

- 3D Modeling, Texturing and Animation for MMO.
- 2D Flash asset development for MMO.

Intern at Bolt City Productions –June 2011 – September 2011

- Assist in graphic development of Unity 3D projects.
- Creation of in-game/program assets.

Freelance Illustrator and Animator –Present (10+ Years)

- Diamond Game Enterprises – Casino Game re-skin (Dec 2010- present)
 - Develop motion graphics utilizing After Effects and 3ds Max
 - Creating animated in-game assets
- Green Rabbit Studios – Animation and Illustration (April 2010 – present)
 - Flash based animations used for k-12 education
 - Motion Graphics and 2D animation for television broadcast
 - Photo editing using Photoshop
- TnT Games – Environmental Artist for Flash social networking game (April 2010 – May 2011)
 - Creating a diverse collection of items and props for Flash Social Networking games
 - Developing loop-able animated game assets
 - Designing age appropriate characters and critters
- 33North LLC– 3D Animation and Modeling (June 2010 – March 2011)
 - 3d model cleanup using 3ds Max
 - 3d Animation using 3ds Max- Vehicle and character animation
 - Storyboarding

Accomplishments and Clubs:

- Member of Alpha Beta Kappa National Honor Society (4.0 GPA), September 2009
- Five time winner of the SIGGRAPH Student Chapter Animator's Challenge
- The L. Ron Hubbard Illustrators of the Future Award Quarterly Winner August 2004