

# Michael Brenner

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## Qualifications:

- 2D and 3D Animation and Illustration
- 3D Modeling, Texturing, Rigging
- Concept Art, Background Art, Character Design, Digital Photography
- Storyboarding and Video Game Asset Design and Animation
- Ability to problem solve in a fast-paced environment with tight deadlines
- Excellent at following directions and Project Managing complicated undertakings

## Skills:

Proficient in:

- 3ds Max
- Photoshop
- After Effects
- Maya
- InDesign
- Flash
- Corel Draw
- 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:

### **Building Safety Solutions (BSS) – May 2013 – Present**

- Creating animated Flash presentations illustrating safety procedures
- Photography: Architectural reference, action sequences, and safety systems for use in animation
- Storyboarding, icon and logo creation, and sound editing using Goldwave

### **Balita Media Inc. –Oct 2012 – July 2013**

- Ad building and page layouts using InDesign, Corel Draw and Illustrator.
- Meeting client's needs while fulfilling tight deadlines.

### **Brandissimo! –June 2012 – July 2012 (2 month contract)**

- Created multiple unique 2D animations for 30+ in-game characters using Flash
- Developed 20+ unique robot designs utilizing Flash

### **ASCII Media –September 2011 – April 2012**

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

### **Green Rabbit Studios – Animation and Illustration - April 2010 – June 2013**

- Flash motion graphics utilizing After Effects and 3ds Max
- Motion Graphics, 2D/3D animation, and Storyboarding for television broadcast
- Photo editing using Photoshop

### **Diamond Game Enterprises – Casino Game re-skin (Dec 2010- April 2013)**

- Creating animated in-game assets using sprites
- Develop motion graphics utilizing After Effects and 3ds Max
- Photo editing using Photoshop

## 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