

B Brandon Moulton TD Artist

■ brandonlava.com ■ brandonlava@gmail.com ■ 678.654.0838

Skills

Python
Unreal Engine
Niagara FX (Unreal)
Niagara Crowds (Unreal)
AI Workflows
AI Asset Generation

Production Pipeline Development
Shotgrid
FFmpeg
Qt Designer
Perforce
Deadline

Maya
After Effects
EmberGen
LiquidGen
Spine 2D

Compositing
Rigging
Animation
Motion Capture
Photogrammetry
3D Printing

Recognitions

- Panelist, MoMo Conference (Oct 2019): "Artist Animation Pipeline"
- Guest Speaker, My Animation Life (Oct 2016): "Studio Prep & Job Prospects"
- Panelist, SIEGE Conference (Oct 2016): "Cross-Artist Collaboration Techniques"

Education

BFA in Animation, Fall 2012
SCAD – Atlanta, GA

Experience

Dayfornite (June 2022–Current)

- Pipeline TD – develop and maintain API interfaces for artist-friendly tools
- Asset / Previs / Postvis artist
- Lead Compositor
- Niagara FX Artist (Unreal Engine)
- Developed real-time FX and crowd systems in Unreal Engine for large-scale productions
- Major contributions to high-profile film productions, including: *Superman (2025)*, *Lilo & Stitch (2025)*, *Moana (2026)*, *Happy Gilmore 2*, *Spaceballs 2*, *Street Fighter (2026)*, among others

BlackSwan Effect (Freelance)

- Character Rigger – rigs for studios: Cosa VFX, ReelFX, Frame48, Superplastic, ZebraCreative
- Python Pipeline Developer – proprietary modular rigging system

Gimmie Games (March 2017–July 2022)

- Animator – 3D/FX across land-based & mobile games, licensed IPs (NFL, Warner Bros, etc.)
- Eastern Renderfarm Manager, NA Region

Pixel Collider (Jun–Sep 2016)

- Game and cinematic animator
- Created game trailer and Unity FX

Cadillac Jack / AGS (Feb 2013–Jan 2017)

- Senior Animator – all production post-modeling; 60+ titles
- Local renderfarm manager