

Brandon Moulton

Rigger & Animator

Brandonlava.com

Brandonlava@gmail.com

678.654.0838

Skills

- Python
- Modular Pipeline Development
- Mel Scripting
- Maya Rigging
- Animation
- Motion Capture
- Maya FX
- Compositing
- Photogrammetry
- 3D printing

Software

- Maya
- Adobe Photoshop
- Adobe After Effects
- EmberGen
- Ebsynth
- Spine 2D
- Deadline RenderFarm
- Perforce

Experience

BlackSwan Effect (January 2022 - Current)

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

Gimmie Games (March 2017 - Current)

Animator- Handles all parts of animation on games including all 3d and FX responsibilities. Currently working on land based games and mobile games. Developed games for Licensed products including NFL, Warner Bros, Big Fish, Zinga, Madonna, El Vira
Eastern Renderfarm Manager for the North Americas Region

Better Off Tread - Steam Game (January 2017 - April 2017)

Animator- Created the opening trailer for the game. All in game FX in unity.

Cadillac Jack (February 2013 - January 2017)

Senior Animator - Handle all parts of production after modeling and texturing. local renderfarm manager. 60+ shipped titles.

Pixel Collider (June 2016 - September 2016)

Freelance animator on indie game *Grumpy Witch* demo for IndieGoGo campaign

ECG Productions (October 2015 - June 2016)

Freelance After Effects animator on Goodwill outreach training videos
Freelance animator and rigger for pilot episode of *Tsunami Tuna*

Recognitions

SCAD Guest Speaker

Demo Reel Tips

MoMo Conference (October 2019)

Panelist speaker on artist animation pipeline

My Animation Life (October 2016)

Guest speaker to animators seeking job prospects and adjusting to the studio environment

SIEGE Conference (October 2016)

Panelist speaker on artist collaboration techniques

Education

Bachelor of Fine Arts; Animation, Fall, 2012

SCAD– Atlanta, GA