

BRIAN C. MOORE

OBJECTIVE

A position focused in animation and graphic design where my skills can be used to their highest potential, while helping the company with production of high quality work that exceeds the expectations of our clients.

TECHNICAL SKILLS

<u>3D Animation</u>	<u>2D Animation</u>	<u>Image Manipulation</u>	<u>Video Editing</u>
3DS Max	After Effects	Photoshop	Avid
Cinema 4D	Toon Boom	Illustrator	Encore
Maya	Flash	Light Room	
Lightwave			

EDUCATION

2003-2008 Missouri State University Springfield, Mo
Bachelor of Fine Arts in Computer Animation

WORK EXPERIENCE

- 2010-Present Freelance Portland, Or
Animator
- Help clients create a clear and visually stimulating message through animation in order to reach their intended audience.
- 2009 Goodwin Films Springfield, Mo
Lead 2D animator
- My team created a music video for the band MuteMath, which in turn played on MTV and was shown on the front page of Myspace music.
- 2006 Wieden+Kennedy Tokyo, JP
Lead 3D modeler/animator
- My team created an art short for the new Airmax 360 Nike shoe. I created and textured the 3D models used, as well as animated a good portion of the final product. It has since been displayed in Tokyo at an exhibition, as well as Stash DVD Magazine.
- 2002 - 2003 Comp-U-Help Computers Inc. Fenton, Mo
Web Designer
- Designed web pages, met with clients to insure the product was fulfilling and exceeding their expectations.