

Brian Chow

Animator • Visualization Artist • Cinematic Artist

Phone: 8182197591

Email: chowb321@gmail.com

Website: www.chowb321.com

IMDB Page: [Link](#)

EXPERIENCE

Freelance Animator, San Francisco, CA | *Animator* - April 2024 to December 2024

Helped clients animate their projects. Worked on 5 music visualizers for a musician's social media pages and animated a motion comic for indie filmmakers.

- Blocked CG Layout. Created keyframe animations, light and rendered final passes for 5 music videos in Maya. The videos are for the musician James Atlas Music.
- Animated a motion comic pitch with illustrated 2D layers in Maya. Rendered out final frames.

Thought Pennies Entertainment, San Francisco, CA | *Cinematic Animator (Contract)* - June 2024 to August 2024

A new game studio working on a unannounced Warhammer title game in Unreal Engine

- Animated animation sets for different characters to be used for in game cutscenes and imported the animations into Unreal Engine
- Added acting to blueprint characters with animation libraries in the Unreal Engine sequencer

HALON ENTERTAINMENT, Santa Monica, CA | *Animator • Previsualization Artist* - February 2021 to March 2023

Animated pre/postvis and comping 3D elements for various Feature Films, TV and Games

- Created previs and postvis animation scenes by handkey animated characters, cameras and props from Maya and export into Unreal engine.
- Blue/Green screen removal in After Effects, implemented the animation elements on top of live action filmed plates or add CG set extensions

FOGBANK ENTERTAINMENT, DISNEY, San Francisco, CA | *Associate Cinematic Director* - January 2019 to March 2020

A mobile visual novel game company under Foxnext and Disney. Worked on choose your own adventure games based on 20th Century Fox film properties and original IP. The app was called **Storyscape**, shipped on IOS and Android.

- Directed some episodes of Edge of Extinction and X-Files visual novels, focusing on blocking cameras and acting characters with 2D spine animations layers in the Unity game engine.

SKILLS

Autodesk Maya

Adobe After Effects

Adobe Premiere Pro

Adobe Photoshop

Confluence

Perforce Software

Pre/Post Vis and Comping

Motion Capture

Syntheyes

Shotgrid

Jira Tracking Software

Unreal and Unity Game Engines

RELEASED MOVIE TITLES

RED NOTICE (Netflix) 2021

COCAINE BEAR 2023

PINOCCHIO (Disney) 2022

TRANSFORMERS: RISE OF THE BEASTS 2023

LAST VOYAGE OF THE DEMETER 2023

THE HUNGER GAMES: THE BALLAD OF SONGBIRDS AND SNAKES 2023

AQUAMAN AND THE LOST KINGDOM 2023

ARGYLLE (Apple TV) 2023

KINGDOM OF THE PLANET OF THE APES 2024

ATLAS (Netflix) 2024

Fly Me To The Moon (Apple TV) 2024

SHIPPED GAME TITLES

MARVEL MIDNIGHT SUNS

NBA2K15

MINECRAFT: Story mode Season 2

MINECRAFT: Story mode (Netflix)

BATMAN: The Enemy Within

THE WALKING DEAD: The Final Season

STORYSCAPE: Titanic

STORYSCAPE: X-files Season 1

STORYSCAPE: Edge of Extinction

TELLTALE GAMES, San Rafael, CA | *Cinematic Artist*

July 2017 - November 2017 • April 2018 - September 2018

Choose your own adventure games with cinematic direction. Known for The Walking Dead adventure games, Minecraft Story Mode and Batman: The Telltale Series.

- Blocked in camera and character positions, creating cutscenes in the Telltale game engines sequencer
- Also created characters acting, facial and full body performances by using animation libraries as well with motion capture animations

EMBLA SF, San Francisco, CA | *Production Specialist*

April 2016 - June 2017

Embla is a 3D printing services startup that specializes in design, 3D printing and casting many branded items. They did custom plastic pieces, soaps and candles.

- Coordination with outside 3D printing vendors and 3D modelers to get models ready for 3D printing. Also provided hands-on support in the making of custom plastic pieces, candles and soaps.

2K GAMES, NBA 2K15, Novato, CA | *Animator (Contract)*

May 2014 - August 2014

NBA 2K15 is a basketball simulation video game developed by Visual Concepts and 2K Games. It was released on Xbox One, Playstation 4, Xbox 360, Playstation 3 and mobile devices.

- Created clean and polished facial motion capture data for in-game use. Also improved facial shapes for better readability

2K GAMES, AAU COLLABORATION, San Francisco, CA |

***Animator* • May 2013 - November 2013**

2K Games and Gearbox Software teamed up with Academy of Art University to create three animated short films set in the Borderlands universe. **Borderlands: Tales from the HQ**

- Created keyframe animations for shots over two short films .

EDUCATION

ACADEMY OF ART UNIVERSITY, San Francisco |

Bachelor of Fine Arts in Animation and Visual Effects

• September 2009 - December 2013

LANGUAGES

English, Spoken Mandarin (Chinese)