



Brandon Moulton

Rigger & Animator

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678.654.0838

Education

Bachelor of Fine Arts; Animation, Fall, 2012
SCAD– Atlanta, GA

Skills

- Maya Rigging
- Animation
- Motion Capture
- Maya FX
 - Xgen
 - Bifrost
- Mel Scripting

Software

- Maya
- Adobe Photoshop
- Adobe After Effects
- UV Layout (Headus)
- Spine 2D
- Enfusion RenderFarm
- Alienbrain (Version Control)

Experience

Cadillac Jack (February 2013 - Present)

Senior Animator - Handle all parts of production after Modeling and Texturing.
Handles local Renderfarm alongside the IT department. 30+ 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

My Animation Life (October 2016)

Guest Speaker to animators on looking for job prospects and adjusting to the studio environment

SIEGE Conference (October 2016)

Panelist Speaker on Artist Collaboration Techniques

Activities

- Global Game Jam (48 hour competition) – worked with several teams building assets and creating animations specifically for gaming engines
- Generate (24 hour animation competition)- Built models for marketing
- Built several rigs for senior animation films. ie: *Peachboy*, *Chasing Antiquity* and *Midnight Tail-Wagger*
- Volunteer Firefighter for Holly Springs Fire Department (1.5 years)
 - Completed the NPQ1(National Professional Qualification) training course includes medical training, interior and exterior fire attack, and Hazardous Materials Operations.