



# Bryan Sanchez: 3D Modeler & Animator

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## SUMMARY

I am a digital artist experienced in 3D modeling and animation, residing in Los Angeles. I have knowledge in various 3D programs such as Z-Brush, Maya, Substance Painter, Unreal Engine, and other listed software. My work focuses on modeling, texturing, rigging, and animation for characters and creatures.

## PROFESSIONAL EXPERIENCE

### THE THIRD FLOOR Inc. (August 2021 – Present)

Los Angeles, California

#### Virtual Production-Sequence Artist

- ♦ Build previs scenes in Motion Builder and Maya for performance capture and virtual camera capture
- ♦ Incorporate motion capture performance and keyframe animations into scenes
- ♦ Learned and adapt to the client's (Lightstorm Entertainment) virtual production tools and workflow

#### Postvis Animator- VFX Generalist

- ♦ Create realistic character and creature animations in Maya
- ♦ Developed lighting and cinematic shots that matched live action sequences
- ♦ Cleaned up and accentuate mocap animations.
- ♦ Composite and track shots to integrate to live-action and CG elements within After Effects.
- ♦ Edited render layers and live action sequences to integrate shots together

#### Previs Artist- Shot Creator/ Animator

- ♦ Developed sequences of shots and stills based on storyboards.
- ♦ Establish character blocking, camera positioning and animate camera movements.
- ♦ Created multiple character, creature, and camera animations for shots and stills.
- ♦ Used Unreal Engine 4 for lighting and render processing.

### AppOnboard (May 2021 – August 2021)

Los Angeles, California

#### Freelance 3D Artist

- ♦ Developed biped rigs with facial and advanced rigging for the provided character models.
- ♦ Created several gameplay focused, animation sequences for characters that were assigned by the studio.
- ♦ Trouble shoot and export animations and rigs of characters to be used by the studio's game engine.

### AppOnboard/ Build Box (October 2017 – April 2021)

Los Angeles, California

#### 3D Generalist/ Designer

- ♦ Developed models, rigs, and animations for the company's game engine, Build Box 3 and marketing ads.
- ♦ Video editing and animations for tutorials and advertisements for the company's game engines, Build Box 3 and Build Box Classic.
- ♦ Troubleshooting FBX support and asset development from third party creators.

#### Creative Specialist

- ♦ Visited and tutored mobile game companies on how to develop their own playable ads using the company's program AOB Studio.
- ♦ Developed playable ads, designs, and storyboards as teaching materials for our clients' that were interested in the company's program.

### **Creative Engineer**

- ♦ Developed playable ads and designs using JSON and the company's program AOB Studio.
- ♦ Motion graphic animations and Photoshop editing.
- ♦ JSON Coding.

**Sam Foster, LLC (February 2021)**

Redondo Beach, California

### **Freelance Animator**

- ♦ Composed and edited client's raw audio files for an animation short.
- ♦ Animated and developed a short animation video of a panther traveling across a map while a story is being told with said client's voice.

**Bam Studios, LLC (November 2017 – May 2020)**

Glen Burnie, Maryland

### **Freelance 3D Character Animator**

- ♦ Redeveloped character rigs such as modifying weight skin clean up and adding additional rig controls such as IK/FK systems other advanced controls.
- ♦ Created various animation cycles for a combat focused video game.

**Choice Group, Inc. (September 2017 – June 2018)**

Inglewood, California

### **Digital Media Teacher**

- ♦ Teaching digital game development programs such as Autodesk Maya and Z-brush at Inglewood Middle Charter Academy under Choice Groups Inc creative elective program.
- ♦ Taught introductory levels of the programs to 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> grade students such as, modeling, sculpting, material application, and optimization.
- ♦ Introducing students to current and future digital and technological advancements that are connected to digital media production.

**Locktix: VFX (June – August 2016)**

Los Angeles, California

### **VFX Intern**

- ♦ Assisted in roto work for a short indie film, *The Job*.
- ♦ Worked on photogrammetry and tracking for a group project among the interns.

## **JOB EXPERIENCE**

**Otis College of Art and Design (2013-2016)**

Los Angeles, California

### **Librarian**

- ♦ Checking in and out books, DVDs, and CDs for students and staff of Otis College Art and Design. Help the public that enter the facility for researching.
- ♦ Reorganize and reshelve books in the correct corresponding columns.

**BENS Construction (2008-2012)**

Des Plaines, Illinois

### **Construction Worker**

- ♦ Interior construction and remodeling for homes and apartments.
- ♦ Interior and exterior painting.
- ♦ Lawn care and gardening.

- ♦ Snow plowing roads and streets.

## SKILLS

### Skills

Modeling  
Topology

UV Mapping  
Rigging

Digital Sculpting  
Motion Capture

Texturing  
Tracking

Animation

### Software

Adobe Photoshop  
Autodesk Maya  
Substance Designer

Adobe After Effects  
Motion Builder  
Build Box 3

Adobe Flash CC  
Z-Brush  
Unreal Engine

Adobe Illustrator  
Topogun  
PFTrack

Adobe Premiere  
Substance Painter

## EDUCATION

**Otis College of Art and Design**

Los Angeles, California

**Bachelor of Fine Arts in Digital Media**

Overall GPA: 3.5

Dean's List 2017 (GPA 3.94)