

Taylor M. Brown

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SKILLS

- Autodesk Maya
- Autodesk 3DS Max
- Adobe After Effects
- Adobe Photoshop
- Adobe Premiere
- Red Giant Suite
- Character Animation
- Prop Animation
- Lip Syncing
- Storyboarding
- Cinematography
- Style Variation
- Observational Skills
- Acting Experience
- Animation Fundamentals
- Coachable
- Collaborative
- Deadline Driven

WORK EXPERIENCE

Incredible Technologies, Inc, Vernon Hills, IL

03/2018 - 04/2022

Animator

- Create 2D and 3D motion graphic content on both current & next generation casino video slot machine games.
 - Attract, icon, background, Skybox, and Edge content for Prism and Infinity cabinets.
- Rig and animate several 3D characters.
 - Set up & animate (handkey) characters and cameras based on storyboards
- iGaming mobile platform.
 - Create and port existing animations from previous titles.
- Work with fellow artists teams and studios.
 - Host peer feedback sessions, work closely with project managers, programmers and artists to meet tight deadline.

Damarjian Interactive, Chicago, IL

03/2017 - 02/2020

Animator

- Create multiple storyboard drafts while collaborating with team
- Handkey character animations.
- Handkey cinematic sequences for a fantasy-adventure kids video game.

Optimus, Chicago, IL

05/2015 - 10/2015

Intern

- Shadow and assist editors, observe edit sessions for client projects.

Protokulture, Chicago, IL

03/2015 - 08/2015

Intern

- Assist animators on client projects, develop 2D/3D animation skills using Final Cut Pro, Premiere Pro, & After Effects.

EDUCATION

Columbia College, Chicago, IL

12/2015

CERTIFICATIONS

3D Character Animation Certificate, Animation Mentor Online School

12/2016