

brandon|**YOUNG**

VFX Artist

Brandon Young
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[PROFESSIONAL SUMMARY]

Skilled, and versatile VFX artist with 7 years of experience using techniques ranging from high end pre-rendered suites to game engines. Worked as an FX artist and cinematic artist. A strong background in traditional media. Self motivated, innovative, adapts quickly to new solutions and works well under pressure - meeting all challenging and mission critical deadlines. Seeks professional and freelance opportunities in the VFX field.

[PROFESSIONAL AREAS OF EXPERTISE]

3ds max, Matte painting, MaxScript, Maya, Realflow, Nuke, Fusion, After effects
Photoshop, Python scripting.

[WORK HISTORY]

- **Blur Studio:** FX Artist, created FX used 3dsMax for cinematic sequences. Realflow pipeline development. Cinematics include; Section 8, Tom Clancy's Hawx, Dantes Inferno, BioShock 2 and Wolverine (2007-2010)
- **Scanline VFX:** Environment Lead/ Senior FX TD, Lead a team of environment artists on the feature film 2012 on over 80 shots. Developed the matte painting pipeline and tools for the environment team. Created additional FX for shots. (2009)
- **Frantic Films:** FX Artist / Technical Director, Created FX For feature film sequences. Features include: Dragon Ball Z, Gi Joe the rise of cobra (2008-2009)
- **Gas Powered Games:** Cinematic Artist, responsible for creating all FX for cinematic sequences in Supreme Commander: Forged Alliance and Space Siege (2007-2008)
- **Surreal Software/ Midway games:** FX artist created 'nextgen' FX using the Unreal game engine. Shipped titles include: Stranglehold, Area 51 Blacksite, and Hour of Victory. (2005-2007)

[EDUCATION]

- Associates Degree in Animation, Art, and Design. Art Institute of Seattle, (2006)