

Bradley Lindsay – Animator

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A proficient animator with an emphasis on conveying life through movement, emotion, and performance. Experience within teams on a variety of projects from hand keyed animation to motion capture cleanup within film and games.

Work Experience:

Animator, Artist Growth (*freelance*) | Oct 11 - Nov 11

Created a character pantomime animation bumper for an iPhone app. Responsible for animation and modeling props. Taken from Flipbook animatic stage to completion.

- *Artist Growth Bumper* | *Internet Release and Promotion*

Animator, Reel FX (*freelance*) | Jun 11 - Aug 11

Hand keyed characters for dialogue and body mechanics style shots.

- *Ice Age: A Mammoth Christmas* | *TV/ DVD Release*

Animator, Sony Pictures Imageworks | Albuquerque, NM: Jul 10 - Apr 11

Animation of human and alien characters. Responsibilities include hand keyed animation, motion capture, and CG muscle suit replacement.

- *The Green Lantern* | *Feature Film*

Animator, O Studios (*freelance*) | Albany, NY: Jun 10 - Jul 10

Working closely with the director to create a fun and genre spanning animated indent for O Studios.

- *O Studios Indent* | *Internet Release and Promotion*

Animator, Vicarious Visions, Inc. | Albany, NY: Oct 07 - Jun 10

Animation of characters, vehicles, and unique encounters. Ranging traversal, combat, and facial animation to motion capture cleanup for in game events, menus, and cut scenes.

- *Marvel Ultimate Alliance II +DLC Packages* | *Xbox 360 - Playstation 3*

Animator, American Animation Studios | Prosser, WA: Mar 07 - Sep 07

Character/ Creature Animation for film using Maya and MotionBuilder.

- *Quest for Freedom* | *DVD Release*

- *The Midnight Ride* | *DVD Release*

Animator, Offhollywood Digital (*freelance*) | New York, NY: Dec 06 - Feb 07

Created Cycles and responsible for Lighting, Rendering, Texturing, and Camera Animation.

- *Rockaway* | *Limited Theater Release*

Animator, Charleston Calvary Church of the Nazarene (*freelance*) | Goose Creek, SC: Dec 06 - Jan 07

Character dialogue and pantomime animations based on sound clips, storyboards, and scripts for congregational worship services and promotional advertising.

- *'The Quest - A 40 Day Spiritual Journey'* | *Service Advertisements*

Education:

Full Sail Real World Education | Winter Park, FL: Jun 05 - Nov 06 :: *Associate of Science in Computer Animation*

Intensive and rigorous computer animation training program covering multiple facets of the industry.

Extended Education:

Jason Ryan Webinars | Webinar Series 2: 2010

Over 12 separate training classes ranging in mechanics to full feature quality animation.

Animation Boot Camp, American Intercontinental University | Miami, FL: Nov 06

Advanced training in cycle based animation (action and traversal mechanics and sequences).

Software:

Maya - 3d Studio Max - Digicel Flipbook - Motion Builder - Photoshop - After Effects | OS: Windows - Mac - Linux