

CHRISTIAN BRIERLEY

23646 Pomelo Road
Corona CA, 92883
786-282-3999
www.cbrierley.com
chris@cbrierley.com

Objective

To grow with a creative company and continue to progress as an animation artist.

Education

- June 2004, Bachelor of Fine Arts in Computer Animation Ai Miami International University of Art & Design
- Keith Lango's Animation Personal Trainer
- iAnimate – Workshop 2 & 3

Specialized Skills

Maya, MotionBuilder, Voodoo (R&H Proprietary Software), XSI, 3D Studio Max, Character Studio, Unreal Engine, Perforce, Adobe After Effects, Shotgun, Adobe Premiere Pro, Adobe Illustrator, Adobe Photoshop, Windows, Linux, Lumberyard (CryEngine).

Experience

Animator

Amazon Game Studios – Irvine, CA / May 2017 – Present

Credits

- Breakaway (Video Game)

Lead Animator

The Odd Gentlemen – Pasadena, CA / April 2016 – May 2017

Credits

- King's Quest Chapters 4 – 6 (Video Game)

Responsibilities

- Hired additional animators to help fulfill the game's requirements.
- Trained and mentored junior and senior animators on game's artistic style.
- Participated in meetings with director and producer to discuss timeliness and achieve deadlines.
- Assisted designers and engineers with animation game implementation.
- Teamed up with character modelers to assure the mesh was ready for rigging and animation.
- Worked with environment and prop artists to prepare assets that would fit animation needs.
- Joined with concept artists to ensure characters were simplified in order to assist with fast paced animation work flow.
- Collaborated with director in story meetings to ensure the cinematics and puzzles were in line with his vision.

Animator

The Odd Gentlemen – Pasadena, CA / May 2014 – April 2016

- Wayward Manor (Video Game)
- King's Quest Chapters 1 – 3 (Video Game)

Animator

House of Moves – Los Angeles, CA / December 2013 – May 2014

- Devil's Third (Video Game Cinematic)
- Mortal Combat X (Video Game)

Animator

Spark Unlimited – Sherman Oaks, CA / February 2012 – November 2013

Credits

- Lost Planet 3 (Video Game)
- Yaiba: Ninja Gaiden Z (Video Game)

Responsibilities

- Created animation assets for in-game cut scenes, AI characters and Pre-rendered cinematics.
- Animated a mixture of biped and quadruped character cycles, attacks, hit reactions and deaths.
- Prepared motion capture data for game implementation.
- Experienced in setting up in-game movies using Unreal Matinee.
- Collaborated with director to create a visual scene from Pre-viz to final.
- Built performance nodes, packages and integrated animation assets into the Unreal Engine.
- Worked with level designers and engineers to achieve smooth game play.
- Partnered with effects department to achieve proper placement of assets.

Animator

Hydrogen Whiskey – Santa Monica, CA / December 2011 – February 2012

- Star Wars Kinect (Video Game Cinematic)

Animator

Rhythm and Hues – El Segundo, CA / November 2010 – October 2011

- Hop (Animated Feature Film)
- Big Miracle (Feature Film)
- Alvin and the Chipmunks 3: Chip-Wrecked (Animated Feature Film)

Animator

House of Moves – Los Angeles, CA / May 2010 – November 2010

- Kinectimals (Video Game Cinematic)
- Halo: Reach (Video Game Cinematic)
- Gears of War 3 (Video Game Cinematic)

Animator/Motion Tracker

Method Studios – Santa Monica, CA / March 2010 – March 2010

- Focused on motion tracking for Nightmare on Elm Street (Feature Film)

Animator

I.E. Effects – Culver City, CA / November 2009 – March 2010

- Completed creature animation for a stereoscopic 3D ride.

Animator

Encore Hollywood – Los Angeles, CA / July 2009 – September 2009

- Animated game cinematic for House M.D. (Television Series)

Senior Animator

Image-Metrics – Santa Monica, CA / March 2007 – July 2009

- Grand Theft Auto IV (Video Game Cinematic)
- The Curious Case of Benjamin Button (Feature Film)
- Army of Two: The 40th Day (Video Game Cinematic)
- God of War III (Video Game Cinematic)

Awards

D&AD Award for Best Animated Music Video / 2009

References

Available Upon Request