

# Bryan Magan

## Animator

(513) 319-9586  
magan3D@gmail.com  
magan3D.com

**Objective** To obtain a position as an Character Animator where I can further my skills in a challenging work environment while being part of a creative team.

**Experience** **Contract Animator** July 2009 to Current  
*Easley-Dunn Games*  
Animator on video games for various platforms. Providing realistic and cartoony character driven animation cycles. Responsible for cleaning up animation to match existing style.

**Peer Buddy** 2006 to Current  
*Animation Mentor*  
Volunteered to Provide constructive feedback on various physical and acting shots to current Animation Mentor students.

**Skills** Strong understanding of 12 animation principles  
Ability to convey emotion  
Goal oriented in a team or solo work environment  
Character and World modeling  
Understanding of UV mapping and texturing  
Knowledge of compositing  
Understanding of basic character setup

**Software** Maya, Max, Photoshop, Shake

**Education** **Diploma in Advance Studies in Character Animation**, January 2008

*Animation Mentor*

Trained with unparalleled animation experience and expertise.

Mentored by:

Class 1:Basic Foundations	Pete Paquette, <i>Blue Sky Studios</i>
Class 2:Principles of Body Mechanics	Don Kim, <i>Nelvana Entertainment</i>
Class 3:Introduction to Acting	Victor Navone, <i>Pixar</i>
Class 4:Advanced Acting Techniques	Victor Navone, <i>Pixar</i>
Class 5:Short Film Development	Jed Diffenderfer, <i>Dreamworks</i>
Class 6:Short Film Production	Mark Behm, <i>Valve Software</i>

**Associate of Science in Computer Animation**, October 2003

*Full Sail Real World Education*

Acquired skills that would encompass a career in Animation, Special Effects or Video Games.

**Honors** **Chaplin Walk Cycle:**

Animation Mentor's Student Choice Awards - *Walk Cycle with Best Personality*  
Animation selected for Animation Mentor's Student Showcase Winter 2007