

Bryan Magan

Character Animator

(513) 319-9586
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magan3D.com

Objective To obtain a Character Animation position that will allow me to utilize my talents and skills in a challenging environment.

Skills Strong understanding of animation principles
Ability to convey emotion
Goal oriented in a team or solo work environment
Character and set modeling
Understanding of UV mapping and texturing
Knowledge of compositing
Basic rigging

Software Maya, Photoshop, Shake

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

AnimationMentor.com

Berkeley, CA

Trained with unparalleled animation experience and expertise.

Mentored by:

Mark Behm, PDI/Dreamworks

Jed Diffenderfer, Dreamworks

Victor Navone, Pixar

Pete Paquette, Blue Sky Studios

Associate of Science in Computer Animation, October 2003

Full Sail Real World Education

Winter Park, FL

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

Honors **Chaplin Walk Cycle:**

AnimationMentor's Student Choice Awards - *Walk Cycle with Best Personality*

Animation selected for AnimationMentor Student Showcase Winter 2007

Work History **Inventory Control Specialist** November 2006 to February 2008

Apple Inc.

Cincinnati, OH

Responsible for the shipping and receiving, stock location, and inventory. While also maintaining the purchase order system as shipments are received. Ensuring inventory accuracy every day.

Mac Specialist

September 2004 to November 2006

Apple Inc.

Cincinnati, OH

Responsible for recognizing customer needs and responding with proper solutions, including product knowledge both hardware and software of First and Third Party products.