

Colin Brown

Objective

To obtain a full time animation position at a game company creating innovative and entertaining games that allow me to utilize my education and work experience.

Education

Animation Mentor, Online School

Advanced Studies in Character Animation

Cogswell Polytechnical College, Sunnyvale, CA

Bachelors of Arts in Digital Art and Animation

Professional Experience

Paragon Studios

Mountain View, CA

Senior Character Animator: April 2009 - Present

- In-game, hand-keyed animation
- **Released Titles: City of Heroes**

Volition, Inc.

Champaign, IL

Character Animator: May 2007 - April 2009

- Motion capture cleanup, lip sync, in-game cutscenes and in-game animation
- **Released Titles: Saints Row 2**

Factor 5 LLC

San Rafael, CA

Character Animator: December 2006 - February 2007

- Animation cycles and full length in game scripted scenes along with cinematic camera movements
- **Released Titles: Lair**

Skills

3d Studio Max

Maya

Dreamweaver

Storyboarding

Adobe Photoshop

Perforce

References available upon request