

## Bri Meyer

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I'm a professional in the computer graphics industry with years of experience working in film, tv, and commercials. My skills extend to a variety of positions including visualization, modeling/shading, animation, lighting, and basic rigging.

### Work Experience

- Mar. 2020- present      **The Third Floor-** Visualization Supervisor (Los Angeles, CA, US)  
-Responsible for the supervision of teams creating both pre and post visualization for film and tv productions, including camera and staging, animation, and effects.
- Apr. 2019- Aug. 2020      **Gentleman Scholar-** Freelance CG Generalist/Animator (Los Angeles, CA, US)  
-Created previsualization and final camerawork and character animation.
- Oct. 2017- Dec. 2017      **Sound Fighter Systems-** Freelance CG Project Lead (Shreveport, Louisiana, US)  
-Acted as supervisor for the duration of a commercial video project.  
-Created camera work, assets, animation, and final renders for the project.
- Feb. 2016-July-2016,  
Feb. 2015-July 2015      **Moonbot Studios-** Freelance Layout Lead and Technical Director  
(Shreveport, LA, US)  
-Created previsualization and final camerawork and staging.  
-Modeled and textured assets.
- Sept. 2015-Nov. 2015,  
June 2014-Sept. 2014      **Assembly-** Freelance Layout Artist (Auckland, New Zealand)  
-Created previsualization camerawork and staging, as well as final animation.  
-Modeled and textured assets.
- June 2011-Nov. 2013      **Psyop-** CG Generalist (Los Angeles, CA, US)  
-Modeled, textured, and animated assets.  
-Created previsualization camera work and staging.
- April 2011      **Silver Forest Studio-** Freelance Modeler/Texture Artist (Sarasota, FL, US)  
-Created models, textures, and shaders for use in a website intro.

### Education

- Sept. 2008-May 2011      BFA in Computer Animation, with a Concentration in Digital Film  
Ringling College of Art and Design (Sarasota, FL, US)

### Skills

Proficient with Mac and IBM platforms, Maya, Photoshop, Zbrush, Mudbox, Premiere, and After Effects; basic proficiency in Unreal Engine, Nuke, Illustrator, Vray, Arnold, Renderman, Mental Ray; some proficiency in 3ds Max and Softimage; conversationally fluent in Spanish.