



Brendan Carroll

650-995-6915

bcarroll.work@gmail.com

vimeo.com/brenny

Professional Experience

DREAMWORKS ANIMATION, CALIFORNIA – PREVIS ARTIST – MAY 2018 - PRESENT

- Lead layout lookdev to transition department from play-blasting to Arnold / Mental Ray rendering which aided the Art Department and the Lighting Department.
- Creating previs shots + sequences using Maya and Linux.
- Reporting daily to my department supervisor + presenting at weekly director reviews.
- Working in a strong collaborative environment under fast turnaround deadlines.
- Animating full character blocking.
- Maintaining sequential continuity.
- Managing scene assets.

How To Train Your Dragon: The Hidden World (Consumer Products + Marketing)

"The Boss Baby 2" (2021)

"Puss in Boots: The Last Wish" (2022 - expected)

EPIC GAMES – UNREAL FELLOWSHIP – MAY 2021 - JUNE 2021

- Created a short filmed *Diesel* using the given theme 'conflict'.
- Worked in real time software where I created a short film from beginning to end.
- Ingested assets into the engine to prepare for set design, set-dressing and staging.
- Developed materials using Quixel Megascans and Quixel Mixer.
- Worked with motion capture performance data, imported it into the engine for character retargeted and corrected animation using the Unreal control rig.
- Produced the structure of my short movie within the master sequencer and created subordinate shot tracks.

DAY FOR NITE, CALIFORNIA – PREVIS ARTIST – MAY 2017 - MAY 2018

- Created previs shots and check-in daily with previs supervisor.
- Full character animation blocking.
- Fast-paced environment with tight turnaround deadlines.

"Maleficent: Mistress of Evil" (2019)

"Mulan" (2020)

WARNER BROTHERS, CALIFORNIA – PREVIS ARTIST – FEBRUARY - MAY 2017

- Created previs shots for fast turnaround deadlines to be outsourced off-site.
- Collaborated with story artist to pitch ideas with supplemental material.
- Illustrated storyboards with directors.

"Lego Ninjago" (2017)

THE THIRD FLOOR, CALIFORNIA – POSTVIS ARTIST – JANUARY - FEBRUARY 2017

- Prepared live action plates with computer-generated elements for VFX previsualisation.
- Rotoscoped actors with character rigs to superimpose digital characters.
- Created postvis shots using Maya, PFTrack and After Effects.

"Thor: Ragnarok" (2017)

OCULUS STORY STUDIO – VR ILLUSTRATOR – JANUARY 2017

- Created six VR portraits to promote Oculus Story at the 2017 Sundance Film Festival.
- Adapted to radical new technology under an extremely tight deadline.
- Illustrated in VR using Oculus Quill software using the Oculus Rift headset.
- Work is part of permanent gallery in the Quill application.

DREAMWORKS ANIMATION, CALIFORNIA – PREVIS ARTIST – JANUARY - DECEMBER 2016

"The Boss Baby" (March 2017)

"Abominable" (2019)

TELLTALE GAMES, CALIFORNIA – CINEMATIC ARTIST – MAY 2015 - JANUARY 2016

- Worked with proprietary game-engine software to create sequences.
- Collaborated with team across departments + leads to communicate changes.
- Remained focused and deliver under extremely tight deadlines.

"Minecraft: Story Mode" (Episode 1, 2, 4 – 2015)

"Tales from the Borderlands" (Episode 5 – 2015)

"The Walking Dead - Michonne" (Episode 1, 2 – 2016)

PDI DREAMWORKS, CALIFORNIA – PREVIS ARTIST – OCTOBER 2010 - APRIL 2015

"Madagascar 3 - Europe's Most Wanted" (2012)

"Rocky & Bullwinkle" (DVD special 2014)

"Mr. Peabody & Sherman" (2014)

"Penguins of Madagascar" (2014)

"The Boss Baby" (March 2017)

Education

Ringling College of Art + Design, Florida – BA Honors Computer Animation, 2010

Ballyfermot College of Further Education, Dublin – Diploma in Classical Animation, 2003

Unreal Fellowship - Spring 2021

Skills

- Unreal Engine
- Maya
- Nuke
- Arnold
- Photoshop
- After Effects
- Final Cut Pro
- Adobe Premiere
- OS X/Windows/Linux

Honors + Awards

"ANIMATION TAG ATTACK" (GLOBAL COLLABORATIVE SHORT FILM, 2012)

- "Best Collaborative Project", Webcuts.11
- "Talent of the Year", The Danish Animation Awards 2012
- "Second Prize", VII International Festival of Contemporary Animation and Media Art LINOLEUM
- "Silver TIVA Peer Award" for best sound design
- "The Golden MIKELDI" at Zinebi - International festival of documentary and short film in Bilbao
- "Tokyo Anime Award" for General Category Notable Entry

"THE MONK & THE MONKEY" (STUDENT FILM, 2010)

- Staff Pick, Vimeo
- Nickelodeon Theater 2013
- "1st Place Jury Award" Bang Awards 2011 - Portugal
- "1st Place in Best Foreign Animation Category" Malta Film Festival 2011
- "Audience Choice" Soul 4 Reel Festival 2011 - Maryland
- "1st Place Motion TV Festival" Motion TV 2011 - Albuquerque New Mexico
- The National Gallery, London - 2011
- Official Selection - Aesthetica Short Film Festival 2011, York
- Stash Media - DVD issue 73 - www.stashmedia.tv
- 3D World Magazine - Future Publishing - Featured in issue 139 "Shortcuts"
- Electronic Theater SIGGRAPH Los Angeles 2010
- Electronic Theater SIGGRAPH Asia 2010 - Seoul

RINGLING COLLEGE OF ART AND DESIGN, 2010

- Best of Ringling 2010 - "The Monk & The Monkey" Animated Short/Senior Thesis
- Juror's Award - Ringling College of Art and Design Senior Thesis 2010
- President's List 2009 & 2010 - Outstanding GPA

SIGGRAPH NEW ORLEANS, 2009

- Fjorg! SIGGRAPH 2009 - Honorable Mention