

BRIAN GIACOPPO

Character Modeler | 3D Artist

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EXPERIENCE **Oktohor Animation** *Auckland, New Zealand (July 2012–December 2013)* **ZBRUSH/MAYA ARTIST**

Created rapid digital maquettes and models for both organic and hard surface characters. Sculpted facial and full body poses, organic environments, and complex props. Created prototype models for 3D printing and toy production.

Private Tutoring *Auckland, New Zealand (June 2013–December 2013)* **ZBRUSH INSTRUCTOR**

Taught customized lessons to industry professionals on character sculpting, tools, tips, and techniques.

Animation Mentor *Emeryville, CA (November 2012–December 2012)* **LECTURER**

Created multiple lectures for Animation Mentor's VFX Fundamentals course series for online and in-class use. Subjects included modeling basics, finishing, and detailing techniques.

PRODUCTIONS

Mech Mice, *Hyper Hippo (July 2012–Current)*
Miles from Tomorrowland, *Wild Canary (May 2013–December 2013)*
The Unlikeliest Hero, *(November 2013–December 2013)*
Unannounced Project, *Dreamworks (November 2012–September 2013)*
Unannounced Project, *Pukeko Pictures (February 2013–March 2013)*

SOFTWARE/SKILLS

Pixologic ZBrush, Autodesk Maya, UVLayout, Roadkill, Topogun, Marmoset Toolbag, xNormal, Adobe Photoshop, Adobe Illustrator, Adobe After Effects

- Sculpt major forms and details with strong understanding of anatomy.
- Experience with characters and creatures ranging from photorealistic to caricatured.
- Create highly detailed textures with methods such as polypainting and photo projection.
- Model organized meshes that meet technical requirements for full production pipeline.
- Unwrap UV's and create blend shapes for use in animation.

RELATED EXPERIENCE **Freelance Artist** *San Francisco, CA (September 2011–June 2012)* **VISUAL & INTERACTIVE DESIGNER**

Designed company logos, mobile interfaces, websites, infographics, and presentation slides. Worked directly with clients, implementing feedback to achieve their vision.

Brians.com LLC *San Francisco, CA (June 2010–March 2012)* **USER INTERFACE & USER EXPERIENCE DESIGNER**

Designed user interface, graphics, and user experience for smartphone and tablet apps and client websites.

EDUCATION **Academy Of Art University** *San Francisco, CA (January 2007–December 2010)* Bachelor of Fine Arts: Animation & Visual Effects - 3D Modeling

HONORS **Academy of Art University Spring Show** *(Spring 2010)* Multiple digital sculptures featured in the show.