

C. Brady Thomas

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Education:

UNIVERSITY OF SOUTHERN CALIFORNIA School of Cinematic Arts
BA in Media Arts and Practice, May 2017
Minor in Game Animation

GPA: 3.77
Magna Cum Laude

Employment:

FREELANCE

May 2017 - Present

3D Artist

- ◆ Modeled low-poly optimized 3D assets for mixed reality apps such as *Spatiate*.
- ◆ Designed, modeled, and created materials for assets in games such as *Pytheas* and *The Klaxo Radio Hour*.
- ◆ Contributed modeling, retopology, texturing, and animation services to R&D projects for clients such as USC's Keck School of Medicine, AcrossXR, USC Games, and LEGO's Future of Play lab.

TTF Production Team- The Third Floor, Inc.

January 2019 - June 2020

Production Coordinator

April 2020 - June 2020

- ◆ Organized and documented creative review meetings for feature, LBE, and transmedia projects via Zoom, CineSync, and BlueJeans
- ◆ Ran quality checks on TTF renders, assets, and game engine projects before sending them off to clients.
- ◆ Maintained digital rolodexes of contact information for both clients and internal team members.

Production Assistant

October 2019 - March 2020

- ◆ Collaboratively coordinated artist tracking alongside supervisors using Shotgun and JIRA.
- ◆ Managed classified client deliveries via programs like MediaShuttle, Aspera, and Dropbox.
- ◆ Organized regular meetings and client reviews across several projects.

QA Tester

January 2019 - October 2019

- ◆ User tested assets and animations for use in TTF immersive media projects.
- ◆ Audited JIRA tickets in order to keep the development team up to speed on progress.
- ◆ Documented assets via screenshots, renders, and videos in order to provide submission materials.
- ◆ Edited individual textures, animations, and Unity projects to enhance TTF works.

TECHNICOLOR EXPERIENCE CENTER - Technicolor, Inc.

August - November 2017

Junior Animation Assistant

- ◆ Crafted both realistic and stylized model and texture assets for various internal XR projects.
- ◆ Cleaned up motion capture data in order to make usable animation clips for VR experiences.
- ◆ Contributed assets and animations to titles such as *Jumanji: The VR Adventure* and *Mono VR*.

Skills:

3DS Max
Illustrator
Maya
Photoshop
Substance Painter
Substance Designer
Unity
Unreal Engine
ZBrush

Drawing
Painting
Sculpting
Serigraphy
Printmaking

Microsoft Word
Microsoft Excel
Microsoft Powerpoint
Perforce
Moderate Spanish
Confluence
JIRA
Shotgun