

Brandon Facundo

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EDUCATION

Cogswell College/University of Silicon Valley, San Jose CA.

B.A. in 3D Animation 2024 Graduate

Experience

Streetwing Tech Artist Contract 2024-2025

- Developed additional 3D animation/rigging material for conceptual vehicle video using Maya Autodesk.

USV Project X Film 2024

- Working in a studio pipeline to create a cinematic film.
- Using Maya, Nuke, After Effects, Photoshop, Unreal, Premiere Pro at various stages of development.
- Communicating with clients and coworkers to create a desired product.
- Utilizing a file sharing system Perforce to organize and create nondestructive editing to files.

USV Media Works Client Work 2024

- Clients: Lord Blood Rah YouTube Podcast, Molnar Deszo's Streetwing Project
- Working in a studio pipeline to create cinematic videos for YouTube.
- Communicating with clients and coworkers to create a desired product. Making changes to the requests of the client.
- Utilizing a file sharing system Perforce to organize and create nondestructive editing to files. Google Drive used to share with clients.
- Working in a structured studio pipeline with project leads, animators, riggers, concept artists, and technical artists.
- Using communication applications: Discord, Slack, Trello to schedule regular group meetings.
- Using Maya Autodesk for Rigging using Node Editor, different types of constraints, weight painting, and joint construction. Troubleshooting regularly and testing rigs to make sure they are animation ready. Adding new features to rigs through updates on Perforce which allows animators to continue working on scenes.
- Game Character Rigging for USV Game Studios. Software Skills Autodesk Maya, Unreal Engine, After Effects, Premiere Pro, Photoshop, Nuke Render.