

Brandon Facundo

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EDUCATION

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

B.A. in *3D Animation* 2024 Graduate

Experience

USV Project X Film 2023

- 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 non destructive editing to files.

USV Media Works Client Work 2023-2024

- Clients: Lord Blood Rah Youtube Podcast, Molnar Deszos 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 non destructive 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.
- Working remotely and In-person depending on requirement of tasks.
- 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 Freelance Projects Current

- Rigging for Conceptual world design trailer.
- Game character Rigging for USV Game Studios.

Software Skills

Autodesk Maya, Unreal Engine, After Effects, Premiere Pro, Photoshop, Nuke Render.

