

Douglas Braun

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SKILLS SUMMARY

Software

Katana
Nuke
Maya
ZBrush
Adobe Premiere Pro
Adobe Photoshop

Other

Linux
Windows
Great listener
Very approachable
Pick up new Pipeline Tools
with ease

EDUCATION

The Art Institute of Vancouver

Oct.2008 – Sept.2010

Vancouver, B.C.

3D Modeling for Animation and Games, Diploma

- Experience gained in drawing and modeling skills
- Worked with a team of students to create a computer game
- Learned skills in rigging, animation, and 3D effects

OTHER INTERESTS

I am a hardworking individual who works well with others or independently. As an avid snowboarder, I enjoy the outdoors, art, computer graphics, retro games, and cooking.

REFERENCES

Reference contact information available upon request

WORK HISTORY

Mainframe

Dec. 2020 – Nov. 2023

Vancouver, B.C.

Remote Working Position

Senior Lighting and Compositing Artist

Projects:

- Unicorn Academy (2022-2023)

Lighting and rendering 3D geo/Volumes

Compositing shots to final with Nuke

Lighting and Compositing Artist

Projects:

- Madagascar: A Little Wild (2020-2022)

Lighting and rendering 3D geo/Volumes

Compositing shots to final with Nuke

Moving Picture Company

April 2019 – Dec 2019

Vancouver, B.C.

Lighting Artist

Projects:

- Sonic The Hedgehog (2020)

Lighting and rendering 3D geo/Volumes

WORK HISTORY

(CONTINUED)

Moving Picture Company

Sept 2016 – Nov 2018

Vancouver, B.C.

Lighting Artist

Projects:

- The Dark Tower (2017)

Lighting and rendering 3D geo/Volumes

- Justice League (2017)

Lighting and rendering 3D geo and FX

- A Wrinkle in Time (2018)

Lighting and rendering 3D geo and FX

- Skyscraper (2018)

Lighting and rendering 3D geo/Volumes

- The Darkest Minds (2018)

Lighting and rendering 3D geo and FX

- Ad Astra (2019)

Lighting and rendering 3D geo

- Aquaman (2018)

Lighting and rendering 3D geo/Volumes

Moving Picture Company

June 2015 – June 2016

Vancouver, B.C.

Lighting Artist

Projects:

- The Finest Hours (2016)

Lighting and rendering Water and set extensions

Stereo rendering

- Ghost Busters (2016)

Asset creation/Modeling

- Suicide Squad (2016)

Lighting and rendering 3D geo/Volumes

- Independence Day 2 (2016)

Lighting and rendering 3D geo/Volumes

- Sully (2016)

Lighting and rendering 3D geo/Volumes/Water

Creating water performance

Trykon Studios

Sept. 2015 – June 2016

(Freelance)

3D Modeler

- Create/design assets for use with the unity engine

Essence Interactive Studios

March 2013 – Sept. 2013

(Freelance)

Lead Character Artist (Long Distance Internship Program)

- Create various 3D assets