BRANDON KISEREU

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ABOUT ME

Hi! I am a 3d animator who has worked in the Film, Games, and TV industry for 4 1/2 years. I have experience in key frame animation, previsualization, post production, motion capture, game recording, and rigging. I've been very fortunate to work with awesome studios with learn from very creative people. I love learning new techniques and working on finding new and creative ways to produce awesome work. I am open to remote and in studio work.

EDUCATION

Gnomon School of Visual Effects, Games, and Animation Hollywood, CA BFA in Digital Production

Sept. 2016 - Sept. 2019

Sept.2014 - May 2015

Flashpoint Chicago Chicago, IL Animation Program Transferred to Gnomon

SKILLS

Animation - Character/Creature Modeling & Texturing – Organic/Stylized Lighting & Look Development Compositing

EXPERIENCE

Epic Games - July 2022 - Current - Cinematic Animator for Psyonix Rocket League

Halon Entertainment - Sept 2021 - June 2022

Lead Animator on Cocaine Bear

ICON Creative - April 2021 - Sept 2021

Intermediate Animator on Tv show for Disney Junior "Alice's Wnderland Bakery"

Halon Entertainment - Feb 2020 - April 2021

Character Animator for multiple unnanounced previs pojects and cinematic trailers. "Spellbreak", "NewWorlds"

Brain Zoo Studios - Jan 2020 - Feb 2020 - Character Animator. Mocap Clean up

Method Studios - Sept 2019 -Nov 2019 - Character Animator on a cinematic trailer for "Dungeons and Dragons Dark Alliance"

SOFTWARE

Autodesk Maya Unreal Engine Zbrush Substance Painter Nuke Vray Arnold After Effects Photoshop Illustrator

AWARDS

Gnomon Student Gallery – Winter 2019
Featured artist, hand selected by Gnomon's Founder, Alex Alvarez
Gnomon Best of Term – Fall 2018
Won 1st place is Stylized Creature category
The Rookies Awards 2019

Rank B Certificate in 3D Animation