

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 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

Sept. 2016 - Sept. 2019

Hollywood, CA

BFA in Digital Production

Flashpoint Chicago

Sept. 2014 - May 2015

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 Wonderland Bakery"

Halon Entertainment - Feb 2020 - April 2021

- Character Animator for multiple unannounced previs projects 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 in Stylized Creature category

The Rookies Awards 2019

- Rank B Certificate in 3D Animation