

Bryan Woods

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SUMMARY

I am a motion graphics artist based in San Francisco. I have a wide range of experience spanning animation, visual effects in film, and graphic design. This unique combination of skills has allowed me to work on some really cool projects ranging from video games to award winning films to live event projections and even virtual reality experiences. I can also code well enough to write my own plugins and effects using Javascript, Python, HTML, and PHP.

At my core, I'm a problem solver. And I look for challenges in unique and unconventional projects. I'm in my element when I'm faced with a tight deadline and an obstacle that needs an elegant solution.

My specialties: After Effects, Nuke, Cinema 4D, Octane Render, Photoshop, Illustrator, Premier.

SKILLS

- After Effects
- Compositing
- Nuke
- Final Cut Pro
- Animation
- JavaScript
- Virtual Reality
- Motion Graphics
- Visual Effects
- Cinema 4D
- Video Editing HTML
- Video Compression
- 360 video

EXPERIENCE

Google 02 / 2015 - Present
Freelance Visual Designer

First Person 10 / 2014 - 10 / 2014
Freelance Motion Graphics Artist

Swordfish (iBelieveInSwordfish Inc.) 09 / 2014 - 10 / 2014
Freelance Motion Graphics Artist

Google 02 / 2014 - 09 / 2014
Freelance Composer

I was the primary compositor for Google's Spotlight Stories interactive short "Duet" (developed within Google's ATAP division), animated and directed by Disney animation veteran Glen Keane.

Swordfish (iBelieveInSwordfish Inc.) 02 / 2014 - 02 / 2014
Freelance Motion Graphics Artist

Motorola 12 / 2013 - 02 / 2014
Freelance Composer

Part of (what once was) Motorola's ATAP (Advanced Technology and Projects) Division,

working on an interactive short film headed by Disney animation veteran Glen Keane.

PlayStation 10 / 2013 - 11 / 2013
Freelance Motion Graphics Artist

Ubisoft 09 / 2011 - 09 / 2013
Lead Motion Graphics Artist

My role was the primary motion graphics artist in an internal team that put finishing touches to many of Ubisoft's video game trailers, as well as develop complete brand and broadcast graphics packages to accommodate Ubisoft's many AAA titles. Some of the titles I developed motion graphic content for include Assassins's Creed 3, Assassin's Creed Black Flag, Tom Clancy's Splintercell Blacklist, Rayman Origins, Rayman Legends, Just Dance, Ghost Recon, Watch Dogs, Farcry 3, and Rocksmith.

Spy Post 05 / 2011 - 06 / 2011
Freelance Motion Graphics Artist

Electronic Arts (EA) 06 / 2010 - 03 / 2011
Freelance Editor / Motion Graphics

Motion graphics artist for Visceral Games, a division of EA, located at EA HQ in Redwood Shores, RedWood City CA.

I produced graphics and animation that accompanied both internal and public works for many of the games that were either released or in development from Visceral. I also produced graphics for the critically acclaimed video game "Dead Space 2", and am proud to have worked with such an awesome team.

Adobe 08 / 2008 - 08 / 2008
Columnist

Wrote an article on my teaching techniques of Adobe products to high school students while at Stanford University with the iD Tech Camp Program.

iD Tech – Camps, Academies & Online 06 / 2005 - 08 / 2008
VFX Instructor

I was the VFX instructor for the VFX class at iD Tech Camps: Stanford University, CA. While teaching there, I was asked by Adobe to write an article on my teaching techniques.

Madera County Office of Education 01 / 2008 - 03 / 2008
Freelance

Created a 25th Anniversary film of Madera's Academic Decathalon. The project required video editing, and motion graphics. Was seen by a large audience (1000+).

INTERESC at the Kremen School of Education and Human Development 2006 - 2007
Student Assistant

Tended the front desk of the Instructional Technology Resource Center (INTERESC) of the Kremen School of Education and Human Development meeting the needs of instructors, teaching new instructional technology as well as creating various video projects for the school to use.

EDUCATION

Academy of Art University
BFA , Visual Effects: Compositing

2007 - 2010

HONORS

- Featured on a number of design and motion graphics blogs/sites for a tutorial explaining how to create fast updating, dynamic transitions with the use of AE and C4D. Some major sites that were featured were: Lesterbanks.com, ItsArt Magazine, 3Dart.it, and CGTerminal.com
- Received Best in category award for motion graphics at the Academy of Art University Spring Showcase for animation and visual effects.
- Invited to perform on stage at Carnegie Hall, NY, as part of a nation-wide competition for schools. Won 2nd place in the nation for best performance (2004).

ASSOCIATIONS

VFXTalk Forum, Creative COW