Brian Mayberry
Cinematic Designer
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Objective: To create engaging, thoughtful, and entertaining cinematics for AAA video games.

Experience:

2012-Present   **Trion Worlds:** *Defiance (PC, PS3, XBOX 360)*   San Diego, CA
Cinematic Designer

Created over 40 in-game cutscenes, utilizing Trion's in-house cinematic tool (NLE) to produce and polish content. Collaborated closely with narrative and game designers to develop an engaging story. Requested mo-cap animations, art, audio, and VFX assets while keeping cinematics within console budgets. Utilized a FaceFX pipeline to create and polish lipsync data. Additional cinematic content produced exclusively for use with marketing.

2010-2011   **BioWare Austin:** *Star Wars: The Old Republic (PC)*   Austin, TX
Cinematic Designer

Responsible for generating and maintaining cinematic content across several planets and companion characters. Setup cinematic staging, lighting, music, VFX, SFX, and animations utilizing a vast library of assets. Worked very closely with a cross-disciplined team of writers, artists, and designers to ensure the highest quality of narration for each of our assigned worlds.

2005 - 2010   **Sunnyvale I.S.D.**   Sunnyvale, TX
IT Support

Implementation of Apple Server and authentication procedures. Designed school website for the 2009/2010 school year. Deployed time-saving support desk ticketing system. Daily tasks included printer maintenance, lab upkeep, ensuring network up time, and assisting students with technology projects as needed. Taught a special class on film-making 101, assigning each student a realistic job on our set.

2005 - 2006   **SummerTech Computer Camps**   Purchase, NY
Professor of Machinima / Camp Counselor

Oversaw and ran the Machinima course, for kids ages 8 - 16. Responsibilities included lesson planning, instruction, day and night supervision of students, coaching sports, parental communications, mentoring counselors-in-training, and organizing the student film festival.

References are available by request.

Education:

2002 - 2004   **Texas State Technical College**   Waco, TX
                  AAS in Digital Media Design

     Studied 3DS Max, Adobe Photoshop, Premiere, After Effects, DVD Authoring, Web Design, Business Law, and Commercial Printing. Created various 3D animations, and student short films. Worked with a team of students to produce a complete marketing campaign for a local non-profit group, including TV spots, billboards, new website, and an interactive CD-ROM.

A+ and N+ Certified

Skills:
- Experience producing in-game cinematics for two shipped titles.
- Familiar with 2D/3D software such as 3DS Max, Maya, Adobe Photoshop and Premiere.
- Design and art experience working with 3D game engines such as Trion's in-house technology, Hero Engine, Unreal, Quake, Torque 3D, and Unity 3D.
- Able to effectively absorb, utilize, and thrive on feedback and critique.
- Building in-game cinematics to work effectively with localization.
- Production of digital video content from script to publication in a corporate environment.
- Corporate Portrait Photography.
- HTML/CSS web design for personal and client projects.
- Avid gamer with a special love for sandbox, FPS, and adventure titles.

References are available by request.