



ALEX BRENNAN

2D & 3D ARTIST

413 847 0384

AL @ brennanbros.com

OBJECTIVE

To create fun, intelligent and original art for games and animation.

SKILLS

Strong Artistic background.

Drawing

Painting

Traditional Animation

Adobe Photoshop

MAYA

also experienced with:

Flash

After Effects

Illustrator

EXPERIENCE, 07 - 08

FREELANCE 3D Artist

Marine Simulation LLC.

August 2007 - Present

Modeled and textured objects for use in game engine.

Textured pre-made objects and environments for use in game.

Painted 2D splash screens.

FREELANCE 2D BACKGROUND ARTIST

Meez Corp (MEEZ.COM)

August 2007 - Present

Created 2D backgrounds and characters consistent with the company's style.

Worked with Art Director daily to turn in projects on time.

STORYBOARD ARTIST

Dimension Films - "Midnight Man"
March - April 2008

Created storyboards for use in feature film.

INTEGRATOR

Threshold Animation Studios - "Food Fight"
September 20th - Oct 20th 2007

Gathered 3D assets
into final scenes.
Rig / Animation
troubleshooting.

RIGGER

Threshold Animation Studios - "Food Fight"
Aug. 20th - Sept. 20th 2007

Worked with rigging team and supervisors
to create Vehicle, prop, and advanced
character rigs.

E D U C A T I O N

BFA Computer Graphics

Pratt Institute, Brooklyn, NY
2002 - 2006

President's list
Graduated with honors.

R E F E R E N C E S

Available upon request.