

Avery C. Brown

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Employment Experience

Brooklyn Digital Foundry

Production Artist

Brooklyn, New York
September 2016 – February 2020

Created computer generated imagery and animations in a variety of styles for clients such as Ford; The Obama Foundation; Skidmore, Owings & Merrill; Tetra Tech; So-Il; Weiss Manfredi; the Central Park Conservancy; Facebook; and others
Developed new tools and plugins for 3ds Max to automate common tasks
Researched new software and techniques and integrated several into common use at the studio
Maintained the network infrastructure and keep the render servers running efficiently

Intern Visualization Specialist

April 2015 – September 2015

Created photorealistic interior and exterior renderings in both still and animated form
Built custom assets to match client specifications and adapted CAD data for rendering
Worked with clients to ensure that their requirements were satisfied

Camp Raymond, Grand Canyon Council, BSA

Camp Staff

Parks, Arizona
June 2010 – July 2012 Seasonal

Worked in a team to ensure the best possible program and a safe learning environment
Taught craft skills to a group of approximately 100 young teens every week
Trained several incoming team members and an oversaw the woodcarving area

Edge Ink

Intern Graphic Designer

Goodyear, Arizona
January 2012 – June 2012

Created graphics and illustrations for a student run garment-printing business
Interviewed clients to ensure that their needs were met
Adapted a variety of preexisting artwork for printing

Education

Drexel University
Bachelor of Science
Major in Animation and Visual Effects

Philadelphia, PA
Graduation – June 2016
Cumulative 3.81

Honors and Awards

Magna Cum Laude, Drexel University 2016
Dean's List, Drexel University - December 2012 to June 2016
Vigil Honor, The Order of the Arrow - May 2012
A.J. Drexel Scholarship - September 2012 to June 2016
Eagle Scout, The Boy Scouts of America - October 2009

Skills

General 3D, Animation, Motion Graphics, Video Editing, Scripting, Web Development, Computer Assembly/Repair
3D: Modelling, Rendering, Simulation, Texturing, Animation, Scene Management, Tool Development
Software: 3ds Max, After Effects, Maya, Photoshop, Illustrator, Premier, Blender, Unity, Audition, Animate CC, VRay, Substance Designer, Vue, Nuke, SpeedTree
Programming Languages: Python, PySide2 (QT), MaxScript, MEL, JavaScript, Three.js, HTML, CSS, PHP