

BRETT HALL

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PROFILE

Hard working and leadership inclined character animator excited by challenging and fulfilling new ventures. Has strong attention to detail and is very communicative. Enjoys giving and taking creative input - all for the best final product possible.

EXPERIENCE

LEAD ANIMATOR, PEG + CAT; NEW YORK, NY — 2011

"Peg + Cat: Pilot," PBS – After Effects

- Lead a team of 4 on-site and 4 off-site animators, including an outside studio.
- Helped to develop the show's animation style and create reuse animation for several main characters.
- Served also as digital layout artist, devising a render effective way to handle an episode including 100 chickens.
- Critiqued character rigging, digital layout, and animation phases along with creative director.

ANIMATOR, CURIOUS PICTURES; NEW YORK, NY — 2010

"Team UmiZoomi," Nick Jr. – After Effects

- Animated with complex and highly customizable After Effects rigs that mimicked a 3D fluidity.
- Composited characters into environments often containing 3D elements and live-action actors.

LEAD ANIMATOR/GUEST DIRECTOR, LITTLE AIRPLANE PRODUCTIONS; NEW YORK, NY — 2007-2010

"3rd & Bird," BBC – After Effects

"The Wonder Pets!," Nick Jr. – After Effects

- Over a year's worth of experience leading a team of 5 or more other animators.
- Guest directed an episode of *"3rd & Bird,"* giving creative input throughout all stages of production.
- Initiated technical advancements in character rigging, time-saving After Effects scripts, and lighting techniques used frequently in production.
- Created reusable animation for specific episodes (ice skating, boat rowing, horse walk-cycles, etc.)
- Overhauled file naming conventions to eliminate confusion during revisions and archiving.

ANIMATOR, NEXT FRAME STUDIOS; NEW YORK, NY — 2006-2007

"Pale Force," NBC – Flash

- Worked with a team of 4 to produce twenty weekly 90-second HD quality animated shorts for *"Late Night with Conan O'Brien"* as well as the NBC.com/PaleForce website. (Emmy Nominated)
- Finalized layout, framing, timing, and scene symbol construction, including audio segmenting.
- Development and cleanup of characters from director's sketches to prepare them for animation.
- Primarily symbol animation, with moments traditionally drawn with Wacom tablet.

ANIMATOR, ANIMATION COLLECTIVE; NEW YORK, NY — 2006

"Princess Natasha," "Kung Fu Academy," "Pilar's Adventures," and *"SKWOD,"* AOL – Flash

EDUCATION

Rochester Institute of Technology; Rochester, NY — BFA Film/Animation, 2005

SOFTWARE SKILLS

Adobe After Effects CS5, Adobe Flash CS5, Adobe Photoshop CS5, Adobe Premiere Pro CS5, Apple Final Cut Pro HD

REFERRALS

Jen Oxley
Creator/Director
Peg + Cat, LLC

Jordan Geary
Producer
FlickerLab

Paul Noth
Producer, Director
Next Frame Studios

Referral contact details available upon request.