



-brandon driesse

Animator | Composer

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Dear Pixar Hiring Manager:

My name is Brandon Driesse and I am a recent graduate of the Savannah College of Art and Design; with my B.F.A. in Animation equipped I am looking to pursue a full-time career in feature animation. At least that's the conclusion I stumbled upon after the last few short film productions I thoroughly enjoyed in college. Other than my crippling fear of rejection I see no reason not to apply to the studio that does storytelling best!

Pixar movies have always had a place in my life like "Finding Nemo", as did the less-than-stellar movie tie-in games like "Monsters, Inc. Scream Arena". Even today Pixar churns out new pictures that continually inspire me and reference my own heritage in "Luca". I always knew I wanted to work in movies and video games, and I have always taken the initiative to brute force learn a new trade even if all I have to film with is with the camera app on an off-brand MP3 player in the 6th grade. When reality was no longer able to suffice for the stories I wanted to tell I turned to animation. I learned a lot from sites online like Newgrounds before going to university to study animation under professional mentorship, by people I know consider my friends.

I am applying to be an intern this upcoming summer, particularly for the Editorial Department because I have found my passion for animation ignites in the pre-production stage: where ideas and jokes are constantly being generated, rewritten, and cobbled together, like the story is trying to reveal itself one row of pixels at a time. My love for compositing naturally makes that final stage of production, with all the polish and nitpicking, also very alluring to me, but for now I just pray for the opportunity to prove myself as an asset to your team. I've just come off producing my senior film LUCKYBOY, managing nearly 30 of my peers in different disciplines(e.g. 2D, 3D, Stop-Motion, VFX, SFX, Music, etc.) so I've got a solid understanding in both what I need to know and how I can be an effective cog in the pipeline without making a headache for others; communicating my shortcomings.

For more insight to my portfolio, including the animatic I created for LUCKYBOY, please see my resume below with click-able links to the projects and qualifications listed.

Thank you for your time and consideration,

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## EDUCATION

Savannah College of Art and Design  
B.F.A. Animation | 2018 - 2021

County College of Morris  
A.A.S. Digital Media | 2015 - 2018

## SKILLS/PROGRAMS

2D Character Animation, 2D Effects Animation,  
Compositing, Motion Media, and Visual Effects

Adobe After Effects (Certified)	Maya
Adobe Flash/Animate	Dragonframe
ToonBoom Harmony	Final Cut Pro 7
Adobe Photoshop	Adobe Audition
Adobe Premiere	Adobe Illustrator
Blender	Avid Media Composer

## WORK EXPERIENCE

Freelance Motion Graphics/Video Editor  
2021 - Present | Steer LLC

- Create Title Cards and Lower-Thirds with multiple iterations to meet client specifications
- Edit Lengthy Interviews to feel Brief and Interesting

Creative Director  
2015 - Present | Scarecrow Arts

- Independent Game Developer/Publisher
- Video Production and Motion Graphics
- Develop Professional Tools/Templates/Scripts for Adobe After Effects users.

Paige  
2013 - 2018 | Lincoln Park Public Library

- Building Maintenance, IT Support, Website Development, and Accounting Assistance
- Taking the Domesticated Wolves for Walks

## CREATIVE EXPERIENCE

LUCKYBOY  
SCAD Capstone Film | 2020 - 2021

- Animator/Composer/Producer on Senior Thesis
- Managed 20+ crew members over an 18 month production cycle including 2D Animation, 2D Effects, 3D Animation, Stop Motion, etc.

Madness: Project Nexus Release Trailer  
Video Game Trailer | 2020 - 2021

- Motion Graphics Artist: 48-hour turnaround from design concept to completed lower-thirds.
- Rotoscope Animator: manually cut-out the goggle lenses shifting perspective in every live-action shot.

Natural Habitat  
SCAD Collaborative Short Film | 2020

- Stop Motion Character Animator
- Lighting, Rigging, and Principal Cinematography

Sugar Please!  
SCAD Collaborative Short Film | 2020

- Co-Director and Producer on 2D Animated Short
- 2D Character/Effects Animation and Compositing

The Story Goes On  
Indie Video Game | 2015 - 2020

- Producer/Artist/Lead Game Designer
- Steam and Xbox One: March 2nd 2018
- Nintendo Switch: March 2nd 2020

## AWARDS

All the Laughs Comedy Awards 2021 Winner  
LUCKYBOY for "Best Comedic Animation"

Newgrounds Summer Animation Jams 2018  
Third Place Overall Winner