Brian Frager
Unity | Web Developer
VR Filmmaker

Contact | btfrager@gmail.com
408-857-0936
@brianfrager

Portfolio | brianfrager.com
Production | shatterprooffilms.com
Github | github.com/bfrager
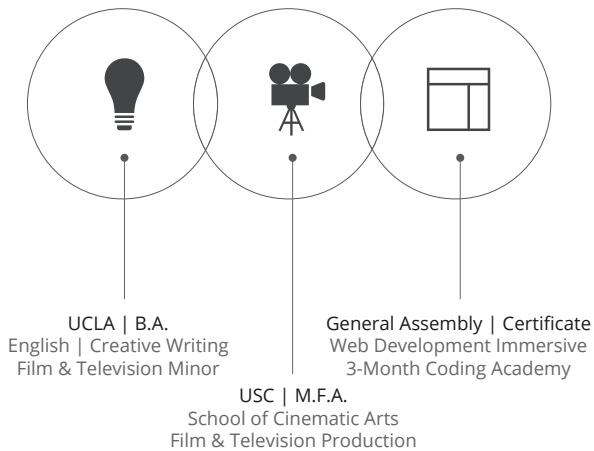*LinkedIn* | linkedin.com/in/bfrager

PERSONAL STATEMENT

Full-stack web developer and filmmaker focused on the Virtual & Augmented Reality revolution.

Specializing in Unity3D, scalable MEAN stack applications, engaging rich media interfaces, and immersive virtual environments.

Oh and storytelling. Looking to contribute to an innovative company that goes beyond the boundaries of traditional narrative into new and uncharted forms of user experience.

EDUCATION

UCLA | B.A.
English | Creative Writing
Film & Television Minor

USC | M.F.A.
School of Cinematic Arts
Film & Television Production

General Assembly | Certificate
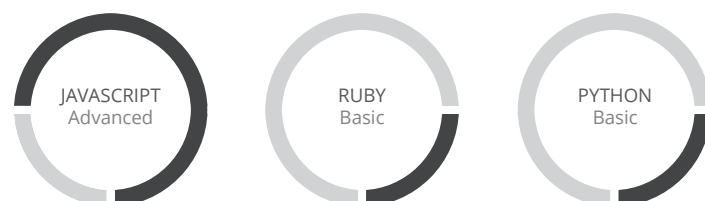Web Development Immersive
3-Month Coding Academy

SKILLS

Applications | Frameworks

Unity
Adobe Premiere | FCP
Adobe After Effects
Adobe Media Encoder
Adobe Photoshop
Javascript | jQuery
MongoDB | PostgreSQL
Node.js
AngularJS
Express
Blender | 3DS Max
HTML & CSS

Concepts

UX Design
Responsive Web Design
Post-Production
Film Production
Cinematography
User Interface Design
Creative Direction
Project Management
Agile Development
Bug Tracking
Bug Tracking (found one)
Motion Graphics

PROGRAMMING LANGUAGES

JAVASCRIPT Advanced
RUBY Basic
PYTHON Basic

EXPERIENCE

Creative Director | Shatterproof Films
Produced genre-driven content, commercials and digital campaigns for brands and artists. Partnership with USC Media Institute for Social Change.
Jun 2013 - Dec 2015

Video Operations Manager | Agency for the Performing Arts
Designed, budgeted and implemented complete media workflow overhaul at third-largest talent agency in LA.
Apr 2014 - Sept 2015

Director & Cinematographer (Freelance) | REP Interactive
Planned creative and logistical execution of advertising spots around the country.
Jan 2013 - May 2013

Media Director | JumpSport
Designed creative pitches, production, and post-production pipeline on all ad spots, fitness videos, and promo materials.
Jan 2010 - Dec 2012

BY THE NUMBERS

500+
Classroom hours coding

50+
Film & commercial productions

RECOGNITIONS

1 / 3
Hunger - Horror/Thriller - USC Capstone Project
1 of 3 films / year funded by the Peter Stark Producing Program.
- NBCU Short Film Festival National Semi-Finalist
- Wes Craven Horror Award of Merit - Catalina Film Festival

1
Thomas B. Bush Memorial Scholarship
Awarded for excellence in cinematography.
USC School of Cinematic Arts

HOBBIES & INTERESTS

Cinema
Books
Music
Games
Travelling
Batman
Fitness
Meditation

Connect With Me