

Bradford Uyeda

Phoenix, AZ - Email me on Indeed: [indeed.com/r/Bradford-Uyeda/545c6e91b0fefec8](https://www.indeed.com/r/Bradford-Uyeda/545c6e91b0fefec8)

Authorized to work in the US for any employer

WORK EXPERIENCE

Animator

Kestrel Animation - Phoenix, AZ - February 2009 to Present

Responsibilities

Took on challenging freelance animation and simulation projects for several Animation studios using commercial software systems including Maya and Final Cut Pro X. Create storyboards that depict the script and narrative. Draw in 2D to create sketches, sculptures, artwork and illustrations. Design models, backgrounds, sets, characters, objects and the animation environment; using a range of materials, including modelling clay, plaster, oil paints, water colors and acrylics. Develop the timing and pace of a character's or object's movements during the sequence of images and ensure they follow the soundtrack and audio requirements. Liaise with clients and develop animation from their concepts. Record dialogue and work with editors to composite the various layers of animation (backgrounds, special effects, characters and graphics) in order to produce the finished piece. Work to production deadlines and meet clients' commercial requirements.

Accomplishments

Designed animations for the Music Videos "Roll Up", "I Wanna Know". Created Stop Motion animations using DragonFrame and Final Cut Pro X software for Cinema Insomnias "Brine Chimp" series and an animated short for the "Pastry Nightmare".

Skills Used

Use technical software packages, such as Flash, Final Cut Pro X, Maya, Photoshop CS, and DragonFrame. Sculpting. Drawing. Painting. DIY techniques.

Art Director/Designer

Evans City Film Productions - Latrobe, PA - March 2014 to May 2014

Responsibilities

Designed Poster art for the Horror film. Road Trip of the Dead.

Accomplishments

Used a lot of photo references and gained some film history on the Night of the Living Dead films.

Skills Used

Photoshop and hand drawn sketches.

Animator

GBJR Toys (former Shocker Toys) - Three Bridges, NJ - March 2010 to July 2010

Responsibilities

Created two commercials for the Shocker Toys "Mallow" line and "Indie Spotlight Series 2"

Accomplishments

Learned new techniques.

Skills Used

Stop-Motion Animation, Set designing and building, Background painting.

Animator

Neo Flux Productions - Stroudsburg, PA - September 2008 to July 2009

Responsibilities

Animated segments of the Reanimation of Night of the Living Dead.

Accomplishments

Completed segments and was also able to incorporate a toy line of the same name.

Skills Used

Stop-Motion Animation

EDUCATION

BA in Animation

San Francisco State University - San Francisco, CA

2001 to 2005