



# BRANDON FRECH

## MEDIA ARTS AND ANIMATION

### Website

[www.behance.net/BrandonFrech](http://www.behance.net/BrandonFrech)

### Email

[brandonfrech@gmail.com](mailto:brandonfrech@gmail.com)

### Phone

(908) 310-9210

### Education

#### Art Institute of York

Media Arts & Animation  
Bachelor of Science Degree  
June 2015

Deans List  
(Summer 2012-Spring 2015)

GPA 3.65

#### Hunterdon County Polytech

3D Computer Animation  
2010-2012

### Freelance Work

#### Verqu

Graphic Work, Logo Design  
July 2013 - December 2014

#### Dan T. Handy Memorial Inc.

Logo Design  
March 2013

### Volunteer Work

Califon Fire Company  
Califon, NJ  
Member since 2008

### 3Ds Max

- Create high and low-poly models with efficient geometry
- Translate 2D concepts to 3D models
- Animate CAT rig objects with multiple components
- Utilize camera and lighting tools to enhance props and scenes
- Unwrap and apply textures to high and low poly models
- Accurately skin and weight rigged characters for use in animations
- Create effects using particles and forces

### Zbrush

- Able to translate 2D concepts into high-poly 3D models
- Sculpt high poly models using outside meshes, Zspheres, and dynameshed spheres quickly and efficiently
- Remesh sculpts for flowing and accurate geometry
- Utilize a large variety of brushes to sculpt and create dynamic textures and designs
- Use polypaint and other texturing techniques to create textures that accent and enhance the model
- Appropriately export models and maps for external uses

### Maya

- Create high and low-poly models with efficient geometry
- Utilize camera and lighting tools
- Efficiently unwrap and apply textures to high and low poly models
- Accurately skin and weight rigged characters for use in animations

### Illustrator

- Translate sketched concepts into crisp and clean graphics
- Design complex graphics and assets for external use
- Use design knowledge to create balanced and eye-pleasing compositions

### After Effects

- Create a fully composited video by adding effects to pre-rendered animated shots or images
- Organize and composite together raw footage and graphics according to scripts or storyboards
- Determine the appropriate audio and visual effects and music to complete a piece
- Experience in compositing green screen footage into digitally rendered backgrounds

### Photoshop

- Create and enhance detailed texture maps for use in 3D programs
- Improve quality of pre-rendered images by manipulating light, color, texture, shadow and transparency