

Brian Chow

Animator • Visualization Artist • Cinematic Artist

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IMDB Page: [Link](#)

EXPERIENCE

HALON ENTERTAINMENT, Santa Monica, CA

Previsualization Animator (Contract) - May to September 2025

- Created pre and postvis animations for an unannounced feature film using Maya.
- Integrated animations from Maya scenes into Unreal Engine and composited the CG elements in After Effects.

Previsualization Animator - February 2021 to March 2023

- Conceptualize and animated previs/postvis shots for feature films and games in Maya, rendered the final shots with lighting and effects in Unreal engine.
- Composited the CG elements onto live action filmed plates in After Effects.

THOUGHT PENNIES ENTERTAINMENT , San Francisco, CA

Cinematic Animator (Contract) - June to August 2024

- Animated character sets in Maya and imported the animations into Unreal Engine for gameplay and cutscenes. To be used for an unannounced Warhammer game.
- Added acting to blueprint characters with animation libraries in the Unreal Engine sequencer.

FREELANCE ANIMATOR , San Francisco, CA

Selfemployed - April to December 2024

- Delivered 5 music visualizers for the artist James Atlas Music and a motion comic pitch using Maya and layered 2D artworks.
- Handled layout, animations and rendering. The final videos are composited by the client's compositor.

SKILLS

Autodesk Maya

Adobe After Effects

Adobe Premiere Pro

Adobe Photoshop

Confluence

Perforce Software

Pre/Post Vis and Comping

Motion Capture

Syntheyes

Shotgrid

Jira Tracking Software

Unreal and Unity Game Engines

RELEASED MOVIE TITLES

RED NOTICE (Netflix) 2021

COCAINE BEAR 2023

PINOCCHIO (Disney) 2022

TRANSFORMERS: RISE OF THE
BEASTS 2023

LAST VOYAGE OF THE DEMETER 2023

THE HUNGER GAMES: THE BALLAD
OF SONGBIRDS AND SNAKES 2023

AQUAMAN AND THE LOST KINGDOM
2023

ARGYLLE (Apple TV) 2023

KINGDOM OF THE PLANET OF THE
APES 2024

ATLAS (Netflix) 2024

Fly Me To The Moon (Apple TV) 2024

Mission: Impossible - The Final

Reckoning 2025

SHIPPED GAME TITLES

MARVEL MIDNIGHT SUNS

NBA2K15

MINECRAFT: Story mode Season 2

MINECRAFT: Story mode (Netflix)

BATMAN: The Enemy Within

THE WALKING DEAD: The Final Season

STORYSCAPE: Titanic, X-Files, Edge of
Extinction

FOGBANK ENTERTAINMENT, DISNEY, San Francisco, CA
Associate Cinematic Director - January 2019 to March 2020

- Directed mobile phone visual novels (Storyscape X-Files, Edge of Extinction) using Spine 2D animation sets in Unity game engine alongside blocking out camera movements.

TELLTALE GAMES, San Rafael, CA
Cinematic Artist - July 2017 to September 2018

- Built branching cutscenes in Telltale games proprietary game engine with animation layer sets and blocking out cameras.

EMBLA SF San Francisco, CA
Production Specialist - April 2016 to June 2017

- Provided coordination support with a 3D printing start up to make sure vendors and 3D modelers adhere to project specifications. Also helped in the making of custom 3D printed candles and plastic pieces

2K GAMES, Novato, CA
Animator (Contract) - May 2014 to August 2014

- Created and polished facial mocap animations data for NBA2K15, 2Ks basketball simulation game.

2K GAMES, AAU Collaboration, San Francisco, CA
Animator - May 2013 to November 2013

- Keyframed animated sequences for two short films set in the Borderlands Game Universe. Academy of Art University and 2K games collaboration project.

EDUCATION

ACADEMY OF ART UNIVERSITY, San Francisco |
Bachelor of Fine Arts in Animation and Visual Effects
• September 2009 - December 2013

LANGUAGES

English, Spoken Mandarin (Chinese)