

Brian Chow

Animator • Visualization Artist • Cinematic Artist

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IMDB Page: [Link](#)

EXPERIENCE

HALON ENTERTAINMENT, Santa Monica, CA

Previsualization Animator -

May to September 2025 (Contract)

February 2021 to March 2023 (Fulltime)

- Animated previs/postvis shots for feature films and games in Maya.
- Integrated animations into Unreal engine.
- Composited the Unreal CG elements onto live action filmed plates in After Effects and delivered final shots.

THOUGHT PENNIES ENTERTAINMENT , San Francisco, CA

Cinematic Animator - June to August 2024 (Contract)

- Animated character sets in Maya and imported the animations into Unreal Engine for gameplay and cutscenes. To be used for an unannounced RPG 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.

FOGBANK ENTERTAINMENT, DISNEY, San Francisco, CA

Associate Cinematic Director - January 2019 to March 2020

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

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

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.

LANGUAGES

English, Spoken Mandarin (Chinese)

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