# **BRETT TIPUL**

3D ANIMATOR & VFX ARTIST



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## **EXPERIENCE**

2022 - Pre

#### **OVERMATCH**

Senior Technical Animator

Designing and creating animations for augmented reality / virtual reality game development

- Character animation
- Rigging
- Motion Graphics
- Unity

# **PROFILE**

Creative 3D artist and animator with a passion for film-making and visual effects / motion graphics.

Able to work independently or with direction. Proven to make challenging deadlines.

## 2020 - 2022 SANTANDER CONSUMER USA

Motion Graphics Artist

Creating motion graphics for commercial, social media and other platforms for customer engagement.

- Motion Graphics & Visual Effects
- 3D Rendering & Animation using Maya
- Layout & Design

# CONTACT

#### **Address**

2717 Southampton Dr. McKinney, TX 75071

#### Phone

440-371-9765

### **Email**

btipul@gmail.com

## Website

www.brett-tipul.com

## **SKILLS & EXPERTISE**

| Maya          | - | Creativity | _ |
|---------------|---|------------|---|
| After Effects |   | Innovative |   |
| Photoshop     |   | Coopertive |   |
| Audition      |   | Productive | _ |
| Unreal Engine |   | Ambitious  | _ |
| Premiere      |   | Organized  |   |

## **EDUCATION**

| 2004 - 2008 | <b>Bachelor of Fine Arts</b> – Time Based Media Studies |
|-------------|---|
|             | Columbus College of Art & Design / Columbus, Ohio       |

2000 - 2004 High School Diploma

Columbia High School / Columbia Station, Ohio

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## SOCIAL

#### ArtStation

btipul.artstation.com

## Instagram

btipul

#### LinkedIn

linkedin.com/in/brett-tipul

#### **REFERENCES**

#### Ron Barnes

Dir of Marketing Communications P: 512-992-7787

#### Peter Van Deventer

President of Muddy Gecko

P: 916-337-0853

E: peter@muddygecko.com

### Samantha Toth

President of Innereactive Media

P: 517-648-2504

E: stoth@innereactive.com

## **EXPERIENCE CONTINUED**

2010 - 2020

#### **HOYA VISION CARE**

Digital Studio Manager & 3D Animator

Responsible for creating 3D characters for use in promotions across social media media and internal company events as well as other responsibilities:

- Video Capture & Editing
- Photography
- A/V Directing at Tradeshows & Meetings

2014 - 2018

#### MARAUDER INTERACTIVE

3D Additional Assets / Graphic Design

Created content for indie developed game: House of the Dying Sun as well as untitled Unreal Engine 4 project

- Character movement animations / run, crouch, knocked
- Designed Faction Logos

2010 - 2011

#### TRAIN - GRAMMY WINNING RECORDING ARTIST

2D / 3D Artist, Video Producer and Creative Consultant

Designed and animated onstage music videos for Train's 2010 Spring Tour, "Save Me San Francisco"

- Video Capture & Editing
- City Research & Photography
- Coordinated Band Before Playing

## **AWARDS**

2010 - 2011

FY'10 "Ringi" Award for Innovation

Hoya Vision Care

## **HOBBY AND INTERESTS**











Cinema

Video Games

Music

Travel

Vade