BRADLEY LEWIS

ANIMATOR

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Profile

Bradley Lewis is a digital multi-media artist with over 10 years of CG, video and webdesign experience. As Cofounder and Animation Director of Animatech Studios he has interacted directly with clients to deliver the precise graphics required for their specific needs.

Credits

- Created animations for Enable Medical -2016
- Developed "Periscope App" for LR Design+ Build, for an interactive installation at Ripley's Museum - 2016
- COSI Contracted to work on website redesign - 2016
- Guitar Slinger 101.com instructional guitar video/ website - 2013
- Contracted to create educational medical animations for S4 Netquest -2012
- Created animations for CME Federal Credit Union television commercial - 2011

SOFTWARE SKILLS

- Maya
- Photoshop
- UE4

- Zbrush
- 3DS Max
- Cinema4D

- After Effects
- Unity3D
- Houdini

- Premiere
- Softimage
- Blender3D

Education

B.F.A., Columbus College of Art & Design, Columbus, OH – May, 2003 (Attended on scholarship award) Focus of Study:

- **Animation** Traditional Animation, Computer Animation, Experimental Animation Techniques
- Illustration Mixed Media/ Dialtal Techniques, Three-Dimensional Illustration
- Fundamentals Color Concept, Design, Typography, Painting, Figure Drawing & Anatomy, Sculpture, etc. **Media Studies** – Time-based Media Desian, Video, **Photography**

Experience

COLUMBUS DIVISION OF FIRE.

Videographer/Graphic Design Film and edit training videos, create graphics for video and publication, Event Photography (2013 to present)

COLUMBUS COLLEGE OF ART AND DESIGN, Adjunct

Co-created and instructed "Lighting Design" course for the Cinematic Arts Department (2015 to 2016)

ANIMATECH STUDIOS, Animation/Technical Director

Responsible for designing and executing animations and graphics for various commercial applications. Also serves as lead illustrator, creating patent drawings, book illustrations and concept art. Designs websites and graphics (2003 to present)

JAMINATION PRODUCTIONS,

Animator/Modeler/3D generalist Production of animated scenes for professional and college sports teams and their sponsors to be viewed on video boards at sporting events. Duties include: 3D computer modeling, texture map design, rigging, animation, VFX, multi-pass rendering, and compositing. (2006 to 2013)