

MADELINE BRENNAN

3 D A N I M A T O R



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mbrennanart.com

SKILLS

- Experience with motion capture
- Strong collaborator, communicator, and team-player across departments
- Welcomes direction and feedback
- Creative problem solver
- Strong understanding of animation principles, character acting, and storytelling

SOFTWARE

- Autodesk Maya
- Blender
- Unreal Engine
- Adobe Creative Suite

WORK EXPERIENCE

Adjunct Professor

Applied Arts & Media Technologies

Kalamazoo Valley Community College | 2023 - Present

- Manage & oversee projects, deadlines, and communication of students to ensure they create industry standard projects
- Coordinate, attend, and present at events for Education of The Fine Arts, Explore Your Future Camps, and the local High School Area Award's Ceremony
- Develop the artistic skills of incoming and returning students through the use of industry standard software

Freelance Designer

2016 - Present

- Create visual content across print, digital, and animated media, maintaining brand consistency and storytelling clarity
- Design logos, marketing materials, and user interfaces with a strong understanding of composition, color theory, and typography
- Manage multiple projects under tight deadlines and adjust materials based on feedback, design trends, and techniques

EDUCATION

Savannah College of Art & Design

BFA in 3D Animation

4.0 GPA, Summa Cum Laude, Dean's List

SUMMARY

A multifaceted artist that is meticulous and detail-oriented due to 9 years of experience across countless mediums: Graphic Design, Illustration, Animation, and Art & Animation Direction. Additionally, collegiate level teaching enhances and hones in on these skills.

DESIGN EXPERIENCE

Freelance Graphic Designer, Illustrator & Animator

Public Media Network | Present

- Develop marketing materials for social media and advertisements to attract audiences through graphics, illustrations, and layouts
- Ensure all designs follow brand guidelines, remain consistent, & utilize graphic design fundamentals
- Participate in all project phases, from strategy to launch to optimization.

Animation Director/Lead Animator

Various Projects | 2022 - Present

- **Mistborn (Current):**
 - Provide, interpret, and implement creative feedback to and from team
 - Collaborate with other departments to meet director's vision and project requirements
- **The Last Dungeon (2022-2023):**
 - Co-led large animation team; provided visual feedback and live shot drawovers
 - Acted as primary liaison between animation team and executive leadership
 - Balanced director's vision with team needs to maintain workflow, quality, and deadlines
 - Helped with blend of key-framed and mocap animation
- **Three Raccoons in a Trench Coat (2022-2023):**
 - Directed art and animation pipeline; defined visual style
 - Worked within set deadlines to deliver animations from self and team at the highest quality standards
 - Managed deadlines and team communication to keep production on track
- **The How Book (2022):**
 - Took over as Animation Lead mid-production to accelerate output
 - Coordinated with producers and technical team to resolve rigging and pipeline.

Motion Capture Animator

Gluttony | 2024

- Capstone film for VFX Student at SCAD
- Brought onto team to help with cleaning mocap data