

# Jonathan Brown

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Atlanta, GA

## Summary

With over 15 years of experience as a Animator in the industry, I bring a wealth of expertise in all aspects of animation production. My skill set includes character animation, creature animation, and environmental animation, honed through extensive hands-on experience and a deep understanding of animation principles. As a seasoned leader, I excel in guiding and mentoring teams, optimizing workflows, and ensuring the delivery of high-quality animation that meets and exceeds client expectations. My track record reflects a commitment to innovation, creativity, and excellence in every project I undertake.

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## Experience

### Crafty Apes

Lead Animator, Atlanta, GA

01/2020 - 02/2024

As a Lead Animator at Crafty Apes VFX, I collaborate closely with the animation supervisors to facilitate the creation of character performances, creature movements, and environmental animations, ensuring they align with project vision and quality standards. I also help mentor and develop the animation team, optimize workflows, and collaborate with directors and supervisors to meet project deadlines effectively.

### Primal Screen

Freelance 3D Artist/Animator, Atlanta, GA

08/2006 - 12/2019

As a Freelance 3D Artist and Character Animator with Primal Screen in Atlanta, GA since 2006, I've had the privilege of contributing creatively to a diverse array of projects. My role involves leveraging my skills in 3D modeling, animation, rigging and look development to bring concepts to life, meeting the unique needs of each project. With a commitment to excellence and a passion for animation, I've collaborated closely with the Primal Screen team to deliver compelling visual experiences that captivate audiences.

### Proof

Pre Visualization Artist, Atlanta, GA

05/2019 - 08/2019

Utilizing my expertise in 3D modeling, animation, and composition, I translated the directors visions into dynamic pre-visualization sequences that served as blueprints for production. Through collaboration and attention to detail, I helped streamline the creative process, ensuring that our clients' concepts were effectively communicated and realized with precision and impact.

### The Lumistella Company

Character Artist, Look Dev Artist, Atlanta, MI

02/2018 - 05/2019

As a Character Artist and Look Development Artist at Lumistella, I specialized in crafting captivating characters and defining their visual aesthetics. My role involved meticulously sculpting and texturing characters to breathe life into them while also establishing the overall look and feel of the project.

### Millions of Tiny Robots

Freelance 3d Artist, Atlanta, GA

04/2017 - 03/2019

My role entailed collaborating closely with the team to bring creative visions to life through intricate 3D models, textures, and animations. Since working with Motr, I've had the opportunity to contribute my expertise in 3D design to various projects, ensuring that each deliverable meets the highest standards of quality and innovation.

## Awesome Inc

Freelance Character Animator, Atlanta, MI

01/2017 - 05/2017

My role revolved around bringing characters to life through movement and emotion. I collaborated closely with clients and studios to understand their vision and deliver animated performances that align with their creative goals.

## Virtually Better

3D Artist/Animator, Atlanta, GA

04/2014 - 06/2016

As a 3D Artist at Virtually Better, my role involved creating immersive virtual environments and assets that facilitated therapeutic experiences and simulations. Leveraging my expertise in 3D modeling, texturing, and rendering, I contributed to the development of interactive virtual reality content aimed at improving mental health and wellness. Through collaboration with psychologists, researchers, and developers, I help craft visually engaging and effective tools that support positive outcomes for clients and users.

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## Skills

Character Animation, Modeling, Digital Sculpting , Rigging, Looking Development , Autodesk Maya, Zbrush , Substance Painter, Vray , Adobe Photoshop, Adobe Premiere, Adobe Affect Effects

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## Education

### Computer Animation

Art Institute of Atlanta, Atlanta, GA

05/2006

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## Awards

Brazilian Jiu Jitsu Black Belt (2016), Louis Armstrong Award for Jazz Excellence (2001), Eagle Scout Award (2000)

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## References

- Burke Roane Animation Supervisor at Crafty Apes, [burke.roane@craftyapes.com](mailto:burke.roane@craftyapes.com)
- Jon Balcome CG Supervisor at Crafty Apes, [jon.balcome@craftyapes.com](mailto:jon.balcome@craftyapes.com)
- Shane Mcgee Creative Director at Primal Screen, [shane@primalscreen.com](mailto:shane@primalscreen.com)
- Jack EhrBar Owner Founder at Motr, [jack@motr.net](mailto:jack@motr.net)
- Lane Force Animation Director at Lumistella, [laneforce@gmail.com](mailto:laneforce@gmail.com)
- Brand Betts VP of Production at Awesome Inc, [brandon.betts@awesomeinc.com](mailto:brandon.betts@awesomeinc.com)
- Dianna Petrova Art Director at Virtually Better, [dianimator@gmail.com](mailto:dianimator@gmail.com)