

Courtney M. Brewer

Orlando, FL | breweranimation@gmail.com | 207-449-0760 |

[LinkedIn: linkedin.com/in/breweranimation](https://www.linkedin.com/in/breweranimation)

Passionate themed experience designer and project coordinator, blending operational expertise from Walt Disney World with creative leadership in animation to bring immersive stories to life.

Professional Summary

Graduate student in Themed Experience with expertise in project management and coordination, scheduling, and resource management for large-scale operations and creative projects. Experienced in cross-functional collaboration, workflow optimization, and budget awareness, with a proven track record at Walt Disney World and in high-demand operational environments and in VFX as a Production Manager for Animation on large scale film/television productions. Skilled at problem-solving in dynamic situations, maintaining operational efficiency, and delivering exceptional guest and client experiences. Passionate about immersive storytelling and the end-to-end development of visual effects productions and themed entertainment projects.

Education

University of Central Florida, Orlando, FL — *MS Themed Experience* (GPA 4.0)

Aug. 2024 – Apr. 2026

- Relevant Coursework: Project Management for Themed Entertainment, Design for Immersive Experiences, Budgeting & Estimating for Attractions

Savannah College of Art & Design, Savannah, GA

BFA Animation, Summa Cum Laude (4.0)

Mount Ida College, Newton, MA

Animation Program (GPA 3.97)

Project Management & Coordination Experience

Crafty Apes VFX, Atlanta, GA (Remote)

Animation/Rigging Production Manager / Junior Animator — Dec. 2024 – Present

- Manage project scheduling, resource allocation, and workflow coordination for multiple simultaneous productions.
- Facilitate cross-functional collaboration with creative, technical, production, and leadership teams.
- Develop tracking tools and efficiency charts to optimize staffing and project timelines, predictions of upcoming work based on awarded projects and projected bid hours.
- Determine hiring need based on allocated work and timeline.

- Assist in budgeting and timeline forecasting with project producers based on current department demand.
- Collaborate heavily alongside the department head for hiring/interviewing, department needs, adjusting and adapting to immediate incoming requests while not impacting pre-scheduled work.
- Produce high-quality CG animations in accordance with storyboards, creative direction, and production standards above and beyond production manager responsibilities.
- Complete department new hire onboarding to all programs and accessible technical tools.

Walt Disney World, Magic Kingdom, Lake Buena Vista, FL

Auto Plaza Coordinator — June 2024 – Jan. 2025

- Oversaw staff resourcing and operational workflow to maintain efficiency and enhance guest experience.
- Monitored demand levels in partnership with parking operations to optimize traffic flow.
- Handled financial transactions, fund allocations, and monetary reporting with accuracy.
- Supported cast members through day-to-day operations and emergency response scenarios, including general system power outages.
- Facilitated team communication and coordination during high-pressure situations.

Crafty Apes VFX, Atlanta, GA (Remote)

Animation Production Manager / Junior Animator — June 2023 – Mar. 2024

- Managed the department schedule and task bid allocations and developed and maintained an animation production hub for team efficiency and reference.
- Coordinated cross-team communication for multiple simultaneous project deadlines.
- Developed a departmental project post-mortem feedback system for continued department improvement/development
- Expanded upon department onboarding resources
- Executed animation assignments while adhering to quality and workflow standards.

Crafty Apes VFX, Atlanta, GA (Remote)

3D Animation Coordinator / Jr. Animator — Apr. 2022 – June 2023

- Developed and managed resource planning, workflow management, and onboarding for animation teams.
- Acted as liaison between multiple project teams to ensure timely delivery and project clarity.
- Developed a monthly team learning session in collaboration with senior members on the team to promote learning and training for more junior team members in a remote environment.
- Maintained documentation and project tracking across multi-studio operations.

Walt Disney World, Animal Kingdom, Lake Buena Vista, FL

Attractions Coordinator — Nov. 2021 – Apr. 2022

- Managed daily operations, staff resourcing, and workload distribution for high-volume attractions.
- Determined attraction wait-times based on visual markers in physical queues to ensure accurate guest throughput and time reporting.
- Managed operations and cast member tasks during prolonged downtimes and attraction evacuations.
- Ensured team alignment, safety compliance, and guest satisfaction.

Freelance 3D Animator / Illustrator, Remote — May 2021 – Dec. 2023

- Managed client projects, deadlines, and deliverables for animation and illustration work.
- Produced high-quality animations and illustrations for marketing, films, and charitable initiatives.

Technical Skills

- **Project Management & Coordination:** Scheduling, Resource Planning, Documentation, Workflow Optimization, Budget Awareness, Task Bidding
- **Software:** Autodesk Flow Production Tracking, Autodesk Maya, AnimBot, Adobe After Effects, Photoshop, Procreate, MS Office (Word, Excel, PowerPoint,) and their Apple Equivalents, Google Suite, Unreal Engine Metahuman, Sketchup
- **Animation & Creative Skillsets:** 3D Character/Creature Animation, Motion Capture Processing and Clean-Up, Video Reference for Performance, Conceptualizing Themed Experiences, Storytelling

Awards & Recognition

- ACM SIGGRAPH Student Volunteer
- SCAD Animation Silver Award
- Distinguished Scholarship Recipient | SCAD
- NRHH SCAD Chapter President
- RA of the Year | SCAD
- Trustees Scholar | Mount Ida College
- Presidential Scholarship Recipient | Mount Ida College
- Coordinator of the Quarter | Magic Kingdom Auto Plaza 2024