

COURTNEY M BREWER

ABOUT ME

I am a storyteller by nature, but what does that mean? Being a storyteller is the thrill of taking a static idea and breathing life into dynamic story beats, the boundless passion for exploring imagination in collaboration, the ability to evoke emotions within the audience while creating strong empathic connections to characters, and the drive to push the boundaries of both technology and storytelling. I thrive in fast paced environments built on story, I strive for strong communication skills and organization in my work. I hold a high level of detail in what I do, and take pride in the final product.

EDUCATION

UNIVERSITY OF CENTRAL FL

Master of Science, Themed Experience - Candidate

SAVANNAH COLLEGE OF ART

AND DESIGN





Bachelor of Fine Arts, Animation

MOUNT IDA COLLEGE

No Degree, Animation Course of Study

SKILLS

- Autodesk Maya
- Animbot
- Fast Learning
- Scheduling
- Accurate Concise Note Taking
- Creativity/Problem Solving
- Production Management
- Adobe Creative Suite
- Procreate

 +1(207)449-0760
 Davenport, FL
 breweranimation@gmail.com
courtney.brewer@disney.com
 www.courtneybrewer.com

WORK EXPERIENCE

ANIMATION PRODUCTION MANAGER, ANIMATOR

Crafty Apes VFX, 2023-2024

- Responsible for running the production side of the entire animation department alongside the Head of Animation and communicating heavily with show producers and coordinators, providing administrative support in multiple areas.
- Managed the scheduling and assigning of tasks for all animators and rigging artists within the company alongside the Head of Animation while still ensuring delivery of high quality animation within the given deadlines.
- Created high-quality animations for feature films and animated shorts focusing on vivid and compelling and believable acting.
- Assisted with crowd animation completing various walk cycles, sitting and standing cycles, as well as zombie walking cycles.
- Demonstrated expertise in industry-standard animation software such as Autodesk Maya and a strong understanding of animation principles.
- Worked closely with the Head of Animation and Animation Supervisors on all projects to receive feedback, address notes, and implement changes efficiently.
- Managed a diverse team of animators and rigging artists from a production standpoint, ensuring timely delivery of high-quality animations within budget and schedule constraints.
- Identified and resolved technical issues in animation scenes, optimized workflows and maintained high production standards.

ANIMATION PRODUCTION COORDINATOR, ANIMATOR

Crafty Apes VFX, 2022-2023

- Global 3D Animation Coordinator for all Crafty Apes studios.
- Created and implemented a Task Schedule page in ShotGrid that was then adopted by four other departments in the first two weeks of employment.
- Created tracking excel files for shots anticipating client revisions, as well as tracking for shots requested for publish and handoff in an effort to anticipate resources and plan ahead.
- Scheduled meetings across all studios for various projects and recorded and delivered accurate and concise notes to all parties involved.
- Created 3D animations for various projects, focusing on character animation, timing, weight, and other principles of animation to create believable and engaging character movements.
- Demonstrated proficiency in industry standard animation software such as Maya.
- Collaborated with the animation team to ensure consistency and quality in animations produced, while efficiently receiving and implementing feedback from supervisors.
- Contributed to problem-solving and optimization of animation workflows.

FREELANCE ANIMATOR

Remote, 2021-2023

- Created high-quality animations on various projects, focusing on compelling acting, animation principles, addressing notes accurately and timely, and optimizing my own animation workflow.

CONTACT