

Courtney Brewer

Creating Visual Narratives

breweranimation@gmail.com

Education

University of Central Florida, Orlando, FL

Candidate for MS Themed Experience (4.0)

August 2024 - April 2026

Animation Mentor

June 2020 - Sept. 2021

Completed the 3D Character Animation program

Mentors: Don Kim, Shawn Kelly, Shad Bradbury, Jeremy Lazare, Jean-Denis Haas

Savannah College of Art & Design, Savannah, GA

Sept. 2018 - May 2020

BFA in Animation, Summa Cum Laude (4.0)

Relevant Courses: 3D Animation Principles, Expressive Character Acting, Character Performance Essentials, Character Set-up and Animation, Senior Capstone, Collaboration in Digital Media, 3D Character Animation: Performance & Dialogue

Mount Ida College, Newton, MA

Sept. 2015 - May 2018

GPA 3.97, Dean's List - Animation Program

Relevant Courses: Animation Principles, History of Animation, 3D Animation I, Rigging, Acting for Animation

Software

Autodesk Maya, AnimBot, ShotGrid/Shotgun Studio, Adobe After Effects, Adobe Photoshop, Procreate Studio, Google Suite, Microsoft 365 - Basic knowledge of Unreal Engine and Houdini

Experience

Crafty Apes VFX, Atlanta, GA (Remote)

Animation/Rigging Production Manager/Junior Animator

December 2024 – Present

- Manage the schedule and resourcing for all shows assigned to the animation department.
- Working alongside the Head of Animation and Animation Supervisor, ensuring delivery of high-quality animation within the given deadlines.
- Strong daily communication with Producers, VFX supervisors, CG supervisors for transparency and continued understanding of evolving project needs.
- Developed and maintains a department utilization/efficiency charts to aid in projections of work and determining staffing per show.
- Animating various shots as assigned by the Head of Animation or Animation Supervisor, creating believable hand-keyed animation with characters, props, vehicles, etc., as well as motion capture clean up in Maya based on storyboards and launch descriptions.
 - Creating work with a strong sense of flow, appeal, weight, and posing while using animation principles and knowledge of motion and physics.
- Perform and shoot video reference for character performance and body mechanics.

Crafty Apes VFX, Atlanta, GA (Remote)

Animation Production Manager/Junior Animator

June 2023 – March 2024

- Manage the schedule and assign tasks for all animators and rigging artists within the company alongside the Head of Animation and Animation Supervisor while still ensuring delivery of high-quality animation within the given deadlines.
- Strong daily communication with Producers, VFX supervisors, CG supervisors for transparency and continued understanding of evolving project needs.
- Create and maintain an animation production hub within ShotGrid to visualize all aspects of the department for ultimate efficiency and information access.
- Animating various shots as assigned by the Head of Animation or Animation Supervisor, creating believable hand-keyed animation with characters, props, vehicles, etc., as well as motion capture clean up in Maya based on storyboards and launch descriptions.

- Creating work with a strong sense of flow, appeal, weight, and posing while using animation principles and knowledge of motion and physics.
- Perform and shoot video reference for character performance and body mechanics.

Crafty Apes VFX, Atlanta, GA (Remote)

3D Animation Coordinator/Jr. Animator

April 2022 – June 2023

- Global 3D Animation Coordinator for all Crafty Apes studios.
- Responsible for developing and managing all production aspects within the animation department including but not limited to resource planning/workload management, animation department liaison for project specific production teams, developed animation production staff onboarding documentation, participates in onboarding, and performance review process for animation staff.
- Animating various shots in addition to coordination responsibilities, including motion capture clean up, match-moving and animations reliant on animation principles and character continuity.

Freelance 3D Animator, Remote

May 2021 - Dec. 2023

- Character animator of a promo for “Run Totti Run” directed by Shad Bradbury
- Character animator for Little Fan written and directed by Sveta Yuferova, co-directed by Shad Bradbury
- Character animator for Nuzyra medication marketing campaign shown at medical conferences.

Attractions Coordinator, Walt Disney World, Lake Buena Vista, FL

Nov. 2021 - April 2022

- Responsible for providing direction to cast members at the attraction
- Manage cast deployment system and full operation schedule including breaks and position workload management based on demand throughout the day
- Promotes teamwork, and assisting the team in meeting quality and quantity standards while maintaining attraction safety for all

Freelance Illustrator, Action for Animals Maine, Remote

Aug. 2020 - Jan. 2021

- Creates Illustrations of contributors' pets to support cause
- "Action for Animals Maine has a mission to help pet owners in desperate need of financial assistance to support emergency veterinary care for their beloved animals." ~ Action for Animals ME

Awards and Recognition

ACM SIGGRAPH Student Volunteer | 2020
 Women in Animation Member | August 2020 - Present
 SCAD Animation Silver Award | Juanion | 2020
 Distinguished Scholarship Recipient | 2018 -2020 | SCAD
 NRHH SCAD Chapter President | May - August 2019
 RA of the Year | 2018 - 2019 | SCAD
 Trustees Scholar | 2015 - 2018 | Mount Ida College
 Presidential Scholarship Recipient | 2015 - 2018 | Mount Ida College