

Brandon Davis

Summary:

Effects animator and technical director specializing in natural phenomena with 15+ years experience on feature films and commercials. Military Technical Advisor with over 12 years experience in Army airborne and special operations.

Software:

5 3dsmax | 5 FumeFX | 5 Krakatoa
4 Houdini | 4 Thinking Particles | 4 RealFlow | 4 Naiad

Work Experience:

Weta Digital LTD 2011-present

Numerous Feature Projects - Effects Technical Director

- work focus has been on water, dust and smoke
- projects include: "X-Men: First Class", "Tin Tin", "Abraham Lincoln: Vampire Hunter", "Man of Steel."
- using Houdini and proprietary tools through Maya

Luma Pictures 2010-2011

Thor - Effects Animator

- worked on "Thornado" and "Bifrost" effects using 3dsmax with FumeFX and Krakatoa

Method Studios

Baby Carrots commercial - Effects Animator

- created RBD sim using Houdini

Eight VFX 2010

Kesha Music Video "Take it Off" - Effects Animator

- created fluid sims using 3dsmax with FumeFX

Public VFX 2010

Disney Cruise Line - 3D Artist

- created a variety set extensions and elements using Houdini

Eight VFX 2010

Numerous Commercial Projects - 3D Artist

- handled all 3D aspects of a series of hair product commercials for the Chinese market using 3dsmax

The Syndicate

2008-2010

Numerous Feature and Commercial Projects - Effects Lead

- primary effects artist on features and commercials
- led augmented effects team on larger projects
- projects include "The Mummy III", "Shutter Island" and "Alice in Wonderland"
- using 3dsmax with FumeFX, Krakatoa and Thinking Particles, and Houdini

Digital Domain

2005-2008

Numerous Feature and Commercial Projects - Effects Animator

- led a team of 12 Houdini artists in the development and execution of all effects elements for Thunderhead and Grand Prix sequences on "Speed Racer"
- member of Water Team on "Flags of Our Fathers"
- acted as in-house military advisor on "Flags of Our Fathers" and "Transformers"
- worked on numerous commercials for Disney, BMW, Lexus and Saab
- using Houdini with proprietary tools and 3dsmax

Cafe FX (formerly Computer Cafe)

2004

Sky Captain and the World of Tomorrow - Effects Animator

- created a rig for compositors to create additional layers of snow using 3dsmax
- all work was done in spare time between missions while fighting in northern Iraq as part of Operation Iraqi Freedom

Uncharted Territory

2003-2004

Numerous Feature Projects - Lead 3D Artist

- organized and led a 3D team to execute all VFX on mini-series "Kingdom in Twilight" and several shots on "The Day After Tomorrow" feature using 3dsmax

Digital Domain

2003

The Day After Tomorrow - Effects Animator

- created snow effects using Houdini and proprietary tools

Uncharted Territory

2002

Intermedia Logo - Lead 3D Artist

- created all 3D elements using 3dsmax

Cafe FX (formerly Computer Cafe)

2002

The Core - Effects Animator

- primary effects animator on Golden Gate Bridge destruction sequence using 3dsmax

Digital Dimension

2002

Final Destination 2 - Effects Animator

- created effects for log sequence using 3dsmax

- Uncharted Territory** 2001-2002
Coronado - Lead 3D Artist
- guided a small 3D team in the creation of over 600 shots
 - handled the most complex shots and developed tools for the artists using 3dsmax
- Blur Studio** 2000-2001
Numerous Projects - Effects Animator
- worked on game cinematics, ride films and commercials using 3dsmax
- Computer Cafe** 1998-2000
Effects Animator - Various
- handled vast majority of effects tasks for entire studio
 - projects include "Armageddon", "Battlefield Earth" using 3dsmax
- ConnectPR** 1997-1998
Numerous Projects - 3D Artist/Editor
- created and edited content for IT-related corporate media using 3dsmax
- US Army** 1988-1997
- active duty service in a variety of airborne and special operations units
 - returned to military service from 2000-2007 in reserve status
 - specialized in Unconventional Warfare, Foreign Internal Defense and Civil Military Operations
 - deployed to Iraq 2004-2005

Education:

John F. Kennedy Special Warfare Center & School 1995

Awards:

Meritorious Service Medal, Combat Action Badge - Iraq 2004-2005