

Brendan Lyall

CAREER OBJECTIVE

I am an ambitious and dedicated artist always looking for new avenues to further my skills and my creativity. I aim to use my knowledge and experience to establish the foundations of a career, as well as striving for the on-job education I would like to gain.

SKILLS AND ABILITIES

Proficient skills

- 2D Animation
- 3D Animation
- 3D Modeling/ Texturing
- VFX/ Compositing

Computer Software

Autodesk

- Maya
- Mudbox
- Matchmover
- Composite
- 3Ds Max

Adobe

- Photoshop
- Flash
- Premiere
- After Effects

Other

- TV Paint
- UDK
- Microsoft Office
- Audacity

EDUCATION

2011 - 2013

Bachelor of Interactive Entertainment, Animation
QANTM College Melbourne campus, Vic

2009 - 2010

Diploma in Interactive digital media
Kangan Institute Broadmeadows campus, Vic

2008

CET IV in Building design
NMIT Greensborough campus, Vic



EXPERIENCE

Work

2014 - **RMIT Internship**

January - Current

Animation production

Worked as a member of the production pipeline. Contributed work consisting of 3D animation, 2D animation, inbetweening and colouring. Communicated and collaborated with others working on similar scenes. Learnt and became proficient new software directly on the job. Was open to making changes when requested.

2010 - **Hume City council**

August - November

Promotional material for the Passport to Work program

Worked with a team of people to produce a promotional video advertising the program . Developed relationships and prepped council members for film content. Produced preproduction material including storyboards. Also contributed to editing and rendering of the final product.

Extra-curricular

2002 - 2007 **Musical Instrument**

B flat Clarinet

Studied musical theory and musical performance. Played both solo and with several different bands. Performed concerts, shopping centres and many other events. Developed strong communication with band members, teachers and guests.

Projects

2013 - **Stall wars**

July - December

Collaborated with a partner to produce a fun and quirky animated short about two food stall owners.

Contribution to project

- Worked with supervising animators and musicians to produce a top quality product
- Produced proof of concept and documentation (including scripts, storyboards and an animatic)
- Designed and built the environment as well as managing assets
- Designed and animated one of the main characters
- Setting up lighting systems for shots and the overall environmental lighting
- Managed the rendering process and compiling the data

Highlights and achievements

Successfully displayed skill level of grade 5 AMEB

