

# Mike Brant

# 3D Artist

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## EXPERIENCE

### **Crafty Apes, Atlanta GA – 3D Generalist – 2021–2023**

*Built numerous 3D Assets and converted external purchased assets to implement into Live action. Often worked with animation, lighting and FX teams when needed. Required to implement assets into different rendering styles such as V-ray and Unreal 5. Lead the early layout and creation of a large environment.*

- **“The Walking Dead: The Ones Who Live”** Season 1 (2024)
  - **“Creed 3”** Film (2023)
- **“Spider-Man: No Way Home”** Film (2021)
- **“They Cloned Tyrone”** Film (2023)
  - **“Out-Laws”** Film (2023)
- **“Violent Nights”** Film (2022)
  - **“Loki”** Season 1 (2021)
- **“Stranger Things”** Season 4 (2022)
- **“Roswell”** Season 3 (2021) – Season 4 (2022)
- **“Star Trek: New Worlds”** Season 2 (2023)
  - **“Picard”** Season 2 (2022)
  - **“Gen V”** Season 1 (2023)
  - **“The Boys”** Season 4 (2024)

### **Primal Screen, Atlanta GA – 3D/Comp Artist – 2019–2020**

*Responsible for Asset handling, implementation and rendering of various internal assets, lighting and animation. Lead the 2D Composite for the Youtube Series.*

- **“Elf Pets: Santa’s Reindeer Rescue”** Animated Film (2020)
- **“Cocoa With Joe”** Youtube Series (2019)

### **Awesome Incorporated, Atlanta GA – 3D Generalist – 2017–2019**

*Responsible for creation, lookdev, lighting and rendering of various props, environments and creatures in both a cartoon and live action style. Lead small teams for multiple environments.*

- **“Your Pretty Face Is Going To Hell”** Season 3 (2017) – Season 4 (2019)
  - **“Atlanta Food Bank”** Commercial Spot (2018)
- **“Harvey Birdman Attorney General”** TV Special (2018)

## SKILLS

**Substance – Speedtree – Houdini – V-Ray – Maya – 3D Max – Zbrush – Photoshop – Unity – Unreal Engine 5 – Perforce – After Effects – Premiere – Nuke – PF Track – Syntheyes – Mocha – Deadline – Shotgun**

## EDUCATION

**DAVE School, Orlando FL – VFX Program (2013) Game Program (2015)**

2012 – 2013 & 2014 – 2015