

Brandon Plagemann

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WORK EXPERIENCE

- React Games!**, Midvale, UT 2011-Present
Lead Animator/Rigger for PC and Mobile games
* Rigged and weighted 2D and 3D Characters
* Animated characters
* Managed and maintained character pipeline
* Reviewed and critiqued contract animators work
* Managed small team of programmers, designers, and artists
- IADT**, Tampa, FL 2010-2012
Online Adjunct Instructor for Game Production Program
* Designed curriculum for game production course
* Developed grading rubrics
* Train students in basic modeling techniques
- IEM**, Draper, UT 2008-2009
Consultant for government project
* Rigged and weighted characters
* Guided company through exporting process
* Fixed any issues with rigs and animation
- Sensory Sweep Studios**, West Valley, UT 2007-2009
Technical Artist for video games
* Rig and weight a variety of characters based on animators needs
* Cleaned up meshes and textures for export
* Animated characters
* Wrote scripts to automate tasks / speed up production
* Technical Art lead on XBLA game
* Trained new employees on exporting process and various tools

SHIPPED GAMES

- * **Tilt Ball for Merge Cube** (iOS, Android)
- * **Celebs Run Wild** (iOS)
- * **One Direction Connect** (iOS)
- * **Finding Nemo Storybook Deluxe** (iOS)
- * **Brrrd Brawl** (iOS)
- * **Cyber Defense** (iOS)
- * **Helam: A Stripling Warrior Quest** (PC)
- * **The Tale of Despereaux** (Wii, PS2, PC)
- * **Super Dungeon Bros** (PS4, Xbox, PC)
- * **HTTYD Dragons Adventure** (Win8)
- * **Vengeance: Woz with a Coz** (iOS)
- * **Presidents Run** (iOS, Android)
- * **Bookster/Gamester port** (Android)
- * **Degree Adrenaline Game** (Flash)
- * **Jackass the game** (DS)
- * **Alvin and the Chipmunks** (Wii, PS2, PC, DS)

EDUCATION

- Florida Interactive Entertainment Academy (FIEA), Orlando, FL 2006
Masters of Science: Interactive Entertainment
- University of Wisconsin–Stout, Menomonie, WI 2004
Bachelor of Fine Arts: Multimedia Design

COMPUTER EXPERIENCE

- Software:**
* Maya * ZBrush * Photoshop * Flash
- Programming Languages:**
* MEL * C++ * Action Script
- Engines:**
* Unity * Unreal * Panda * DreamFuel (in house)

References available upon request