

## Brandon Plagemann

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### WORK EXPERIENCE

- React Games!**, Taylorsville, UT 2011-Present  
**Producer and 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

- \* **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)
- \* **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      \* Mudbox      \* Photoshop      \* Flash
- Programming Languages:**  
\* MEL      \*C++      \* Action Script
- Engines:**  
\* Unity      \* Torque      \* Panda      \* DreamFuel (in house)

References available upon request