**Brandon Scarry**

**Address:** 247 Loyola rd Venice, FL 34293

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**Website:** http://bscarry.wix.com/bscarry

**Education**

**University of Central Florida**

Bachelors of Fine Art Emerging Media, Character Animation May 7th, 2015

GPA- 3.68

**State College of Florida**

Associates Degree of Liberal Arts July 15th, 2012

GPA-3.83

**Skills and Applications ­­­­­\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Software and Applications:**

\*Adobe CC

\*Autodesk Maya

**Skills:**

\*2D/3D Animation

\*Rigging

\*3D Modeling

\*Lighting

\*Environment Setup

\*Digital Compositing

\*CMD Render Management

\*Video/Audio Editing

**Production Experience\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Crimson Glory- Independent Animated Series***

Independent animation series hosted on YouTube.

**Duties**

 Creator and Series Producer

***Enchanted Ink-* Animated Short Film**

UCF Character Animation Program (2013-2015)

A Collaborativeshort film project produced by a group of 14 students with the goal of creating a film which merged traditional two dimensional elements with computer generated three dimensional elements. The film was successfully lead to completion and premiered April 27th, 2015

 **Duties and Positions Held**

\*Student Co-Director

\*Storyboarding/Story Lead

\*Character Designer

\*3D Modeling Lead

\*Asset Rigger

\*UV Texture Artist

\*3D Animation Lead

\*Renderer

\*Compositor

**Employment \_\_\_\_\_**

2016-2020 S**arasota County School Board:** Information Technology Personnel.

2015 **ID Tech Camp:** Camp Instructor of 3D modeling and Animation with Autodesk Maya and 3D Game Design with Portal 2 and Team Fortress 2