

Brian Kortbus

Technical Director

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Skills

Maya Scripting
QT UIs for Maya
Nuke Comping
UE4 Blueprints/UMG

Programs

Maya
QT Designer
Nuke
Photoshop
Illustrator
UE4

Languages

Python
MEL
UE4 Blueprints
Javascript
(for Photoshop)

Experience

DreamWorks Animation Glendale, CA
Department TD (Layout) January 2018 - Present

- TD with a focus on Maya and pipeline development for Layout, both Previz and Final Layout
- Projects: Trolls 2, Bad Guys, <unannounced movie>

Iron Galaxy Studios Orlando, FL
Technical Artist January 2017 - January 2018

- Pipeline / UI Technical Art
- Tool development, such as a one-time setup character FBX Exporter for Maya
- Implemented UI art assets in UE4, creating complex materials, effects and BP logic
- Trained and assisted others, presented a UE4 / UMG UI series for our Scaleform UI Artists

Technical Artist (intern) September 2016 - December 2016

- Created a PyQT-based Photoshop script management program for sharing tools
- Created and Maintained Maya and Photoshop tools
- Fully documented tools with written instructions, images, and tutorial videos

Elite Animation Academy Orlando, FL
2D / 3D Art Instructor May 2014 - August 2016

- Currently helping out as needed / on call (as of September 2016)
- Classes cover the use of Maya, Photoshop, zBrush, Sculpttris and Flash

Freelance contract - Chronosapien Interactive Orlando, FL
Freelance 3D Artist (part time) February 2015 - March 2016

- Redid rigs and animations for a medieval project
- 3D concepting, general modeling and corrective work as needed

Institute for Simulation and Training @ UCF Orlando, FL
3D Artist / Rigger & Animator / Intern January 2012 - June 2013

- Created Maya rigs, animations and 3D assets for several simulation projects

HBD MotoGrafx Daytona Beach, FL
Graphic Designer April 2008 - November 2012

- Handled all aspects of design & production for the first two years

Education

MS - Florida Interactive Entertainment Academy (FIEA) Orlando, FL

Technical Artist

- Personal projects include facial rigging, Photoshop & Maya tool creation, UE4 procedural dungeon, moving platform system, material effects
- Project tasks included maintaining / organizing Perforce, Creating Character Rigs, Establishing an automated lipsync solution, UE4 Materials / BP functionality, and helping other artists