**BRIAN JEFCOAT**

**PROFESSIONAL EXPERIENCE**

**DreamWorks, Feature Animation, Glendale, CA Mar., 2008 – Present**

**Model Supervisor / Character Modeler**

* Created organic models for Puss In Boots, Turbo, Boo, and Boss Baby
* Initiated and coordinated department training labs focusing on ZBrush

**The Walt Disney Company, Feature Animation, Burbank, CA December 2005 – February 2008**

**Model Supervisor / Character Modeler**

* Developed and implemented character and environment models for Prep and Landing, BOLT, Giago’s Guest
* Initiated and coordinated department training labs focusing on the latest techniques

**DreamWorks, Feature Animation, Glendale, CA March 2003 – December 2005**

**Character Modeler**

* Created organic models needed for character animation, prop elements for effects, and virtual sets for Over The Hedge and Flushed Away

**The Walt Disney Company, Feature Animation, Orlando, FL October 1999 – February 2003**

**Model Development Supervisor**

* Executed the design of models and animation control systems specific to Lilo and Stich and Brother Bear
* Coordinated training labs for traditional artists in the Artist Development Department to use digital tools by teaching fundamental modeling and rigging skills

**The Walt Disney Company, Feature Animation, Burbank, CA January 1996 – September 1999**

**Character Modeler**

* Created 3D version of Aladdin's The Genie to be used in a 3D Immersion Ride at Tokyo Disney
* Responsible for creating complex, organic models needed for character animation, prop elements for effects, and virtual sets for layout for Dinosaur

**Graphic Designer/Illustrator January 1986 – September 1996**

* Worked in the Graphic Design Industry specializing in Corporate Design and Branding