

# BRANDAN TOUHEY

## 3D Animation & Design

### PROFESSIONAL EXPERIENCE

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#### Loquent Media - 3D Animator

July 2021-Present

<https://loquent.media/>

Work with a small team to create animations in Maya and Keyshot from CAD models

- Animated CAD models in Maya and rendered animations in Keyshot
- Worked with others to deliver finished products to clients on a deadline

#### Electronic Literature Organization's The NEXT - Visualization Team

January 2021 - May 2021

<https://the-next.eliterature.org>

A project that saw the creation of a new interactive online museum and repository for electronic literature and other digital works.

- Created 3D models and assets of media artifacts (i.e., Macintosh Computers, Media Folios)
- Filmed Gameplay of King of Space, Century Cross and other works

#### Quest for Arete - 3D Logo creator & Level Designer

November 2020 - December 2020

<https://quest-for-arete.com>

An Interactive fiction game created in Inform 7 for a month-long game jam with an accompanying trailer and website created by members of the team.

- Created an animated 3D logo for the game's trailer
- Worked with a team to write and design a level for the game
- Project won the 2021 SURCA Crimson Award for Humanities

#### Pawn vs. Pawn Holiday Havoc - Modeling & Animating

December 2020

<https://vimeo.com/494308391>

- Worked with a team remotely to create 3D models and animations
- Modeled and textured chess pieces, board and fireplace

#### Centralia College - Student Ambassador

July 2017-June 2019

- Worked with a team of Student Ambassadors and other faculty to perform student outreach and organize events
- Maintained accurate logs of prospective students for purpose of outreach
- Provided guided tours, information and help to students both prospective and currently enrolled

#### Chehalis Public Works - Seasonal Worker

June 2017/8-September 2017/8

- Worked with a small team to repair and maintain public water systems quickly, safely and with minimal disruption
- Maintained an organized inventory of equipment and parts

### EDUCATION

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#### Washington State University Vancouver

Bachelor of Arts in Digital Technology and Culture - April 2021

- Presidents Honor Roll (Fall 2019, Summer & Spring 2020)
- Game Studies and Design Certificate

#### Centralia Community College

Associate in Arts - June 2019

### CONTACT

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### SKILLS

#### 3D Software

- Maya
- Blender
- Cinema 4D
- Substance Painter
- Keyshot

#### 2D Software

- Photoshop
- Illustrator
- After Effects
- Animate

#### Game Engines

- Unity
- Unreal Engine

#### Project Management

- Slack
- Zoom
- Discord
- Basecamp

### PROFILE

I am a skilled and versatile 3D animator with two plus years of experience in the animation and modeling pipeline. I am always excited about bringing ideas to life and to learn new things and improve my skill set. I'm looking forward to my next challenge and the opportunity to work with a team of passionate individuals.

### HOBBIES

Playing videogames of all varieties

Playing and running D&D games

Weightlifting