



Bradon Webb
Creative
VFX / 3D Design and Animation
Contact
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www.paraportable.net

- Skills/Abilities:

3D – Lighting/Rendering, Modeling, Design, Animation, VFX, Compositing, Camera Tracking, Green Screen, Simulations, Expressions, and Programming

2D – Storyboard Design, Illustration, Digital Painting, Drawing, and Animation

Software – Maya, Mudbox, After Effects, Photoshop, Illustrator, InDesign

Sculpture – Woodworking, Metalworking, Plastic Casting and Construction, Mold Making, Clay Modeling

- Education/awards:

Kansas City Art Institute

Bachelor of Fine Arts 2002; New Media/Sculpture

Valedictorian in May 2002/Dean's List

Outstanding Artist Award/William Kemper Scholarship

Cut and Paste competitor 2009

- Experience/Employment:

eatdrink April '07 – present - Creative Director/Lead Animator

Lead projects & manage production workflow, design boards, assist with technical and conceptual work. 3D modeling, Lighting, Rendering, VFX, compositing

Vitamin Pictures Jan. – Sept. '07 - Freelance 3D Design & Animation

Lead 3D, animation, modeling, texturing, lighting and rendering

Mo/de Dec. '04 – Jan. '07 - Assistant Creative Director/2D & 3D design

Manage production workflow, Concept design and storyboarding, Animation 2D & 3D, provide technical direction

Kansas City Art Institute Aug. '04 - Faculty of Continuing Education

Design curriculum for students to learn principals of digital imaging, scanning image adjustment, and preparing a portfolio

KMBC-TV Aug. '03 – May '04 - Daily Graphics

Produce daily graphics pertaining to news stories over the shoulder box and lower third banners. Assist in running hardware to key live graphics

MK12 Jan. '02 – May '03 - Freelance Animation/Internship

3D modeling, design, animation, lighting and rendering

Speck Magazine Oct. – Nov. '01 - Freelance Photographer

Photograph portraits of artists for use alongside their interviews