

# Brad Bradbury

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<http://www.animationbrad.com>



## Professional Experience

- 2002- Present **Animation Instructor**  
*Art Institute of California, Orange County* Santa Ana, CA  
Instruction and development of curriculum for classes including:  
Traditional Animation Principles, Storyboarding  
Character Design, Character Animation in Maya,  
Life Drawing and Gesture
- 2008 **Maya Instructor**  
*Animationmentor.com*, Emeryville, CA  
Instruction of online Maya 'Springboard' class
- 2001-2003 **Animation Instructor**  
*Learning Tree University*, Thousand Oaks, CA, Chatsworth CA  
Instruction of Flash Animation, Advanced Flash
- 2001-2004 **Freelance Animation Artist**  
Flash animation for internet websites  
Clients including: Urban Entertainment, Toonshoppe
- 2000-2001 **Supervising Animator**  
*Flinch Studios*, Santa Monica, CA  
Supervising animator of a team of Flash animation artists  
Clients: Warner Brothers Online, Macromedia.com  
Shockwave.com, Icebox.com, Pop.com, IBM
- 1999-2000 **Conceptual Lead Artist**  
*Hasbro Interactive*, Chapel Hill, NC  
Concept artist of major vehicles, props, and backgrounds  
Micropose Client
- 1998-1999 **Lead Traditional Animator**  
*Engineering Animation Inc.* Ames, IA  
Lead animator of traditional artists for 2D side-scrolling game  
Development of game design, storyboarding and concept ideas  
Clients: Warner Brothers Interactive, Southpeak Interactive

## Education

- 1994-1998 **Kansas City Art Institute**, Kansas City, MO  
Bachelor of Fine Arts  
Major: Illustration
- 2006-2007 **AnimationMentor.com** Online Animation School  
Certificate in Advanced Character Animation; Mentors:  
Victor Navone                      Pixar Animation Studios  
Charles Alleneck                  Industrial Light and Magic  
Bill Diaz                              DreamWorks Animation  
Bret Parker                          Pixar Animation Studios  
Mark Behm                           PDI/DreamWorks  
Kyle Clark                           DNA Productions  
Kenny Roy                            Weta Digital Ltd.
- 2006-2007 **Bang. Improv Studios**, Los Angeles, CA  
Improvisational acting weekly performances
- 2004 **Animation Academy**, Burbank, CA  
Background Design, Character Design I, II
- 2003 **American Animation Institute**, North Hollywood, CA  
Animal and Human Anatomy - Glen Vilppu
- 2002 **Associates in Art**, Sherman Oaks, CA  
Character Animation - Leonard Robinson
- 2002 **Learning Tree University**, Chatsworth, CA  
Improvisational acting, *On The Spot Improv*

## Professional Skills

Maya	3DS Max
Adobe Photoshop	Microsoft Word
Character Animation	Storyboarding
Character Design	Flash Animation
Figure Drawing	Human and Animal anatomy