



Brian Sueyoshi

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demo reel: http://work.visualperceptions.net/portfolio/sueyoshi_reel.mov

POSITION APPLYING

CG Character Animator

EDUCATION

Animation Mentor, Berkeley, California

Diploma in "Advanced Studies in Character Animation", Graduated June 2007

California State University, Los Angeles, California

Bachelor of Arts, Graphic Design – Graduated June 1994

FREELANCE PROJECTS

Character Animator, 2007-2008

- XLT Extra Large Technology – Scene layout and Animation
DVD Feature **Princess Twins: Enchantia**

Flash Animation, 2004

- DH Institute of Media Arts – Post-production clean-up (dialog, animation and continuity)
DVD Feature **Golden Blaze**

OTHER WORK EXPERIENCE

June 2008 – August 2008

In-Game Animation Intern

Blizzard Entertainment, Irvine, California

January 1999 – May 2003, October 1993 – January 1997

Graphic Designer, Information Technology Manager, Tradeshow Manager

Muramatsu Inc., Los Alamitos, California

- Managed clients' tradeshow booth set up and breakdown on-site
- Designed graphics for clients including murals, brochures, composites, large-scale displays, website database and graphics output on vinyl material
- Maintained computer network of 25 Macintosh Computers, including 2 servers
- Developed and customized in-house Filemaker Pro Database system for all facets of the business (i.e. client information, project information, purchase orders, invoicing and inventory management)

PROFESSIONAL REFERENCES

Doug Krohn - Animation Director XLT "Princess Twins" (323) 464-7763

Larry D Whitaker Jr. – Supervising Animator "Princess Twins" (818) 218-6843

Steve Aguilar – Lead Animator

Blizzard Entertainment "World of Warcraft: Wrath of the Lich King" (949) 955-1380