

Bradford Hillam

Story Artist & Cinematic Designer

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BradfordHillam.com

Pocket Gems - Episode

Visual Director, Cinematic Design

San Francisco, CA

(1/16-present)

- Creating animated scenes through scripted code. From rough layout through ship.
- Mobile Narrative Game for Pretty Little Liars (IP by ABC Family), Juvie (Original Story)
- Working with the creative team to design and iterate on story flow and player experience

Telltale Games

Cinematic Artist/Video Game Choreographer

San Rafael, CA

(1/14-3/15)

- Created in-game and cinematic cutscenes for story based multichoice narratives
- Blocked out shot composition, animation layout, VFX and VO timing and implementation
- Editing shots and cuts via linear editing tools and node based cinematics
- Utilizing extensive animation database for project repurposing
- Working with directors and leads for rapid concept and rewrite turnaround

Titles released as a Cinematic Artist:

-Game of Thrones, Ep. 2

-The Wolf Among Us, Ep. 4 & Ep. 5

-Tales From The Borderlands, Ep. 1 & Ep. 2

-The Walking Dead: Season Two, Ep. 4 & Ep. 5

Borderlands 2 Short Film

Writer, Storyboard Artist, Director

San Francisco, CA

(3/13-12/13)

- Wrote original Borderlands 2 story for 2K/Gearbox collaboration
- Created storyboard and animatics for story pitch and production boards
- Oversaw entire development process and implementation of assets
- Directed the animation team of 50 student animators and effects artists to produce a three minute animated short

Bradford Hillam Design

Freelance & Contract Projects

San Francisco, CA

(5/11-present)

- ❖ NBA 2K16 Career Mode - 2K/Visual Concepts
Storyboard Artist for cinematic cutscenes and motion capture preparation
- ❖ Max's Adventure - Interactive Children's App
Lead Storyboard & Animatic Artist for cinematic cutscenes & branching narrative layout
- ❖ Seadog - Stop Motion animation project
Storyboard Artist for a collaborative project

Academy of Art University

BFA: Animation, Focus in Storyboarding

San Francisco, CA

(9/10-5/13)

Colorado State University

BA: Major: History; Minor: Economics

Fort Collins, CO

(9/03-9/07)

Software Proficiency

Maya, Blender, Toon Boom Storyboard Pro, Telltale & Pocket Gems game engines

Jira, Confluence, Plastic SCM, Basecamp, Shotgun

Adobe: Premiere, After Effects, Photoshop, Illustrator, Audition

For current writing samples please visit www.tinyurl.com/BradfordHillam