

David M. Breaux Jr.
Lead / Sr. Animator - U.S Citizen Show Reels available at: www.siliconriot.com

- 18 Years of combined experience in Film, Games / Interactive, Television and Commercials
- Specialize in Lip-sync, Character Performance and Realistic Animal & Creature Behavior
- Full Key Frame, Motion Capture, and Hybrid experience
- Maya, 3D Max, Softimage XSI, Photoshop, Painter, Z-Brush, 6 years of Game Engine Experience
- Animator, CG Modeler, Game Rigging, Traditional Illustration, Sculptor, Mold Maker, and Instructor
- Ability to work as an essential part of a team or autonomously for special projects and development

PROFESSIONAL EXPERIENCE:

Film Production

Digital Domain: Sr. Animator - Contract

Jungle Book - Sequence design and Previz for Kaa (Snake) King Louie (Orangutan) and Baloo (Bear) performance and dialogue.

Thor - Digidoubles for the village freeze sequence and Battle with Odin's army sequence

Real Steel - Keyframe and mocap editing for robots.

Tron Legacy - Digidoubles and Vehicles for the Light Racer, Light Cycles, and Light Jet sequences

Speed Racer - Previz, Car and Digidoubles animation

Pixomondo: Sr. Animator - Contract

DieHard 5 - Digidoubles, Helicopter, and Truck for final action sequence

Iron Man 2 - Iron Man Suit for birthday sequence and Hammer Suit for the senate hearing sequence

Hunger Games - Tracker Jacker Insect animation

Spin VFX: Lead Animator - Contract

Outlander - Alien Creature and Digidoubles animation

Rhythm & Hues: Sr. Animator - Staff

Alvin & The Chipmunks 2 - Chipmunk animation

Land of the Lost - T-Rex Animation

Night at the Museum - Animal stampede down stairs, Elephant / Mammoth Run and Walk Cycles

Garfield 2 - Previz, Final character animation for film

The Lion The Witch & The Wardrobe - Realistic and fantasy creature animation

Garfield The Movie - Previz working with director and editors, Final character animation for film

Television and Commercial Productions

FuseFX: Sr. Animator - Contract

Salem - Character Animator

Encore VFX: Sr. Animator - Contract

The Flash: Season 2 & 3 - Characters, Creature Animation, Digital Doubles, and Match Moves

Legends of Tomorrow: Season 1 & 2 - Character Animation, Digital Doubles & Vehicles

Supergirl: Season 1 & 2 - Characters Animation, Digital Doubles, and Match Moves

Pixomondo: Sr. Animator - Contract

Terra Nova: Season 1 - Dinosaur animation

Reel Works: Production Artist - Contract

How to make Chocolate Milk - Hershey's

Come and Get it - Hershey's

Avalanche - Publix

Beach - Publix

Grocery Bag - Publix

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Game Production

EA / Bioware - Sr. Animator - Contract

StarWars The Old Republic: Knights of the Fallen Empire, EA Games, MMO, PC

BLUR - Sr. Animator cinematic and cut scenes

Halo 2 Master Chief Collection - Microsoft

Tom Clancy's The Division Cinematic Trailer - Ubisoft

Resident Evil: Operation Raccoon City Cinematic Trailer - Capcom

Digital Domain - Animator cinematic and cut scenes

Medal of Honor Rising Sun E3 Cinematic - EA Games

007 Everything or Nothing E3 Cinematic - EA Games

Pandemic Studios - Sr. Animator in game animation and rigging

Spec Warrior: Midway, Action / Adventure 3rd Person, PC

Tremor Entertainment - Sr. Animator in game animation and rigging

The Unseen: Microsoft, Action / Adventure 3rd Person, XBOX

Kinesoft - Lead Animator in game animation, rigging, modeling, texture artist

MageLords: Indépendant, Strategy, PC

Sunstorm Interactive - Animator in game animation, rigging, modeling, texture artist

DeerHunter 3: WizardWorks, Hunting 1st Person, PC

Teaching and Speaking

THE DIRECTORS GUILD OF AMERICA

Non-Human Characters Creating Creatures: Physical or Digital

A member of a panel of Physical and Digital VFX experts speaking about the best uses of practical and digital creature FX for Directors and Assistant Directors at the guilds annual Digital Days gathering.

GNOMON SCHOOL OF VISUAL EFFECTS

Character & Creature Animation Instructor, Online Producer, (2014) and On-Line Master Class Lecturer in (2011)

CTN EXPO 2012

Crafting a Creature Performance Workshop:

Invited to hold an expo workshop discussing approaches to fantasy creature animation, finding reference, and crafting believable performances.

RHYTHM & HUES MENTORING PROGRAM

Mentored Jr Animators, while they learned the processes and needs of a large visual effects studio.

ANIMATIONMENTOR.COM

On line animation instructor (2006 - 2008) class of 13-15 students for Internet based animation school.

EDUCATION

BFA with Illustration Major, The Columbus College of Art & Design, Columbus OH - 1994

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