

Nathan Bryan

Animation

Rigging

**Graphic
Design**

**Game
Design**

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Animation Work

Unnamed Game (2013-present), Contract – Technical Director

The Durugadorous (2012-present), Independent Project - Animator & Rigger/Modeler

Warlock's Magic: The Series (June2013-August2014), Contract - Animator & Rigger

Sammi Sign (April2013-July2013), Contract - Animator & Rigger

A Cup of Orange (2010-2012), Independent Project - Animator & Rigger/Modeler

The Horses (2011), Group Project - Animator

Spiritual Warfare (2010), Group Project - Rigger

Work Experience

Arc Tutor (2009-Present), Academy of Art University, San Francisco, CA

- Animation and Visual Effects-Tutoring for Animation, Visual Effects and Game Design using Autodesk Maya, Photoshop, After Effects, Unity 3D and other programs as required by the students courses.

Director of Online Resources (2013-Present), Digital Monkey School, Belmont, CA

- Animation and Visual Effects-Instructor for animation for video games and resource collector for future online classes.

Contract Animation (2008-Present), NathanBryan.net, Paicines, CA

- Animation and Visual Effects-Contract modeling, rigging and animation for everything from games to animated shorts and music videos.

ESL Instructor (2013-2014), Academy of Art University, San Francisco, CA

- Animation and Visual Effects-Instructing new English as a Second Language Students entry level Maya in a small classroom setting.

Work Studies Scholar (2009-2012), Academy of Art University, San Francisco, CA

- Game Design-Graphic designer, administrative and technical assistant to the director of Game Design
- Campus Life and Leadership-Digital graphic creator, designer, administrative and technical assistant to the director of Campus Life and Leadership

Education

**M.F.A., Animation and Visual
Effects**

Academy of Art University, San
Francisco, CA 2011

**B.F.A., Animation and Visual
Effects**

Academy of Art University, San
Francisco, CA 2008