

BRIAN VOWLES
Character Animator / 3D Generalist
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Nelvana - January 2020 - January 2021 Ranger Rob - Treehouse TV	Layout
Pipeline Studios - September 2018 – October 2019 Pitch Development	Animation / Generalist
Freelance - December 2017 - September 2018	Animation / Generalist
Mr X - March 2017- December 2017 Mr Lemonchello's Library - Nickelodeon The Strain - Season 4 - FX Shannara Chronicles - Spike Asura - Alibaba Pictures	Animation
Jam Filled - November 2016 - March 2017 Kody Kapow - Universal Kids	Animator - Revisionist
The Foundry - August 2015 – November 2016 Worked on the MODO team, testing out new tools. Created training videos for internal use and for the public. Created 3D content to ship with new releases. Filed bugs and wrote test cases.	QA Engineer
Pipeline Studios - Fall 2008 – July 2015 Bubble Guppies - Nickelodeon The New Adventures of Babar - Corus Entertainment Inc Chuck The Truck – Hasbro The Backyardigans - Nickelodeon	Modelling and Rigging Animation Layout Layout
Guru Studios – Spring 2007 – Summer 2008 The Backyardigans - Nickelodeon, Little Spirit: Christmas in New York	Animation Animation
Soho VFX – Spring 2006 – Spring 2007 The Chronicles of Narnia - DVD Edition Jumper – Twentieth Century Fox Blades of Glory – DreamWorks Pictures	Animation Modelling Match Moving
Nelvana Limited – Summer 2005 -Spring 2006 Miss Spiders Sunny Patch Friends - Nickelodeon	Lip-Sync , Layout
C.O.R.E Digital Pictures - Spring 2004 – Spring 2005 Planet Sketch – Decode /Aardman Animation Franny's Feet - Decode	Animation Animation
Catapult Productions – Fall 2002 – Spring 2004 Monster by Mistake – YTV	Animation,

Freelance

Maze Theory: Dr Who : Edge of Time - VR game.

D-Brand - Various animations for instructional videos.

The Second City: I Martin Short goes Home - TV movie - CG/Live Action

Love Songs for an Android – BravoFact short film - CG/Live Action

Tylenol: TV Commercial

Alice In Chains: New Album Promotional Website - CG

BiteTV: City Commando, TV Series, - CG

Spring: Short Film - CG/Live Action

CODE Live

2010 Olympic Games

The Engagement: Short Film - CG/Live Action/VFX

Philips Cinema

Parallel Lines Competition

Toshiba Machines Canada: Trade Show Informercial- CG

Teaching

Introduction to Animation in Modo - In the summer of 2014, I created a twelve part training series for The Foundry. The series covered the "12 Principles of Animation" and a video was released every week for twelve weeks. The videos are still being used on The Foundry website. [Link](#)

UOIT – University of Ontario - Winter Semester 2007. I taught an "Introduction to Maya" class within the Gaming Program. I was a last minute hire and asked to develop a 12 week curriculum for the class.

Software

Maya, Modo, Nuke, Photoshop, Premiere, After Effects, Syntheyes, Zbrush,

Education

Seneca College, 2002: Digital Media Center: Maya

Seneca College, 1997: Digital Media Center: Softimage 3D

Centennial College: Visual Arts Foundations - Painting, drawing, photography, sculpting, design.

References

Christina Butterfield	Layout Supervisor	christina.butterfield@outlook.com
Troy Sullivan	Director - Board Artist	troy@splittegg.com
Darin Bristow	Producer	dbristow@pipelinestudios.com