

BRIAN JEFCOAT

PROFESSIONAL EXPERIENCE

DreamWorks, Feature Animation, Glendale, CA June 2019 - Present
Character Designer

- Designed and created characters for Spirit Untamed

DreamWorks, Feature Animation, Glendale, CA March 2008 – Present
Model Supervisor / Character Modeler

- Created organic models for Puss In Boots, Turbo, Boo, Boss Baby, Trolls 2 and Boss Baby 2
- Initiated and coordinated department training labs focusing on ZBrush

The Walt Disney Company, Feature Animation, Burbank, CA December 2005 – February 2008
Model Supervisor / Character Modeler

- Developed and implemented character and environment models for Prep and Landing, BOLT and Glago's Guest
- Initiated and coordinated department training labs focusing on the latest techniques

DreamWorks, Feature Animation, Glendale, CA March 2003 – December 2005
Character Modeler

- Created organic models needed for character animation, prop elements for effects, and virtual sets for Over The Hedge and Flushed Away

The Walt Disney Company, Feature Animation, Orlando, FL October 1999 – February 2003
Model Development Supervisor

- Executed the design of models and animation control systems specific to Lilo and Stich and Brother Bear
- Coordinated training labs for traditional artists in the Artist Development Department to use digital tools by teaching fundamental modeling and rigging skills

The Walt Disney Company, Feature Animation, Burbank, CA January 1996 – September 1999
Character Modeler

- Created 3D version of Aladdin's, The Genie to be used in a 3D Immersion Ride at Tokyo Disney
- Responsible for creating organic characters for the film, Dinosaur

Graphic Designer/Illustrator January 1986 – September 1996

- Worked in the Graphic Design Industry specializing in Corporate Design and Branding