

BRYNN WINTERICH

ANIMATION & MULTIMEDIA PRODUCTION

CONTACT

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EDUCATION

School of Visual Arts
Class of 2023

BFA 3D Animation and Visual Effects

SKILLS/PROGRAMS

- Adobe Suite: Illustrator, Photoshop, After Effects, Premiere, Indesign
- Google Suite
- Microsoft Office Suite
- Autodesk AutoCad
- Autodesk Maya
- Arnold Renderer
- ToonBoom Harmony
- Advanced Skeleton
- Unreal Engine
- Substance Painter

AWARDS

Film of Distinction Award - BFA
Computer Arts Screening 2023

New York Animation Film Awards-
Finalist

The ASIFA -East Animation
Festival - Official Selection

CAS Outstanding Arts Award
Recipient 2019

EXPERIENCE

Way Creative House, NY - Multimedia Production Lead

February 2024 - Current

Led multimedia projects from concept to completion, ensuring high-quality production standards and alignment with the brand's vision. Managed animation and motion graphics initiatives and collaborated closely with various departments to deliver engaging and entertaining content.

Skyframe, NY - Design Consultant

November 2024 - Current

Collaborated with leading New York galleries and luxury fashion brands to create custom, museum-quality framing and display solutions. Specialized in design consultations for fine art using archival materials and visual merchandising for the fashion industry.

Honeychurch Home, CT - Freelance Multimedia Design

November 2020 - Current

Created visual assets, including graphics, animations, and promotional materials, to enhance audience engagement. Monitored content performance and adjusted strategies based on analytics and audience feedback.

GlobalComix, Remote - PanelFlow Contractor

March 2024 - January 2025

Optimized reader experiences for digital editions of comic using PanelFlow to add visual queues to guide reader through page layout

Webquity, Remote - Animator

February 2024

Designed static and animated assets for accessible learning tool companion.

COLLABORATIONS

SVA Senior Thesis 3D Animator, Modeler, and Motion Graphics Designer

December 2021 - March 2022

Count Your Blessings Thesis (2023)

Director of Animation

Producer

Responsible for previsualization, rigging, 2D visual effects, and environment modeling.

Mission 2089, Dulce, Hair For You, and The Taxidermist (2023)

Worked with director to develop and revise character animation. Responsible for creating seamless animations across shots.

Over My Dead Body (2021)

Refined line art frame-by-frame according to the provided reference, added flat colors to the full composition for the given frames, and masked objects in frame for layered shadows.

Stone Age (2023)

Designed textures for multiple objects according to director's specifications.