

BRYNN WINTERICH ANIMATION & MOTION GRAPHICS

CONTACT

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🌐 Brynn-Winterich

EDUCATION

School of Visual Arts
Class of 2023

BFA 3D Animation and Visual Effects

SKILLS/PROGRAMS

- Autodesk Maya
- Arnold Renderer
- Adobe Suite: Illustrator, Photoshop, After Effects, Premiere, Indesign
- ToonBoom Harmony
- Advanced Skeleton
- Unreal Engine
- Substance Painter
- Marmoset Toolbag

AWARDS

Film of Distinction Award - BFA
Computer Arts Screening 2023

SVA Merit Award Fall 2019, 2020,
2022, Spring 2021

CAS Outstanding Arts Award
Recipient 2019

Silas H. Rhodes Academic
Scholarship

EXPERIENCE

Way Creative House, NY - Multimedia Designer/Film Editor
February 2024 - Current

Edited long-form videos, created animations, and designed multimedia social platform posts.

Honeychurch Home, CT - Freelance Multimedia Design
November 2020 - Current

Designed logo for company. Edited short-form videos for company's social media accounts. Created print and digital ads.

Richard Lambertson Designs, NY - Freelance 3D Generalist
December 2023-January 2024

Collaborated with Creative Director Richard Lambertson to develop men's luxury jewelry designs from concept to 3D assets.

Four Brothers Drive in Theatre, NY - 2D Animator/Motion Graphics
November 2023 - January 2024

Designed and animated promotional and holiday ads.

Project Sage, CT - Freelance Illustrator
October 2023

Designed and illustrated brochure cover for company fundraiser.

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.

VOLUNTEER WORK

MARS Student Mentor

Computer Arts Class Representative 2021-2022

SVA Computer Arts Thesis Class Co-Leader

Housatonic High School Academic Advertising Designer

Project Sage, Trade Secrets Marketing Designer

Big Vision Mural Designer