



Brian R. Urban
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Summary

Problem solver and good communicator. Organized, with good attention to detail. Extremely literate with Mac, Windows, and Unix/Linux operating systems. Enjoy learning new technologies and assisting others in learning them. Multitasker and team player.

Software and Technology Expertise

Microsoft Word, Excel, PowerPoint, Audacity, Adobe Framemaker, Illustrator, Photoshop, After Effects, Acrobat, AutoDesk Maya, 3D Studio Max, Unreal Editor, DVDit Pro 6, Dreamweaver.

Very experienced with Mel scripting. Solid knowledge of Wordpress, Python, C#, HTML, and CSS. Basic knowledge of Drupal, JavaScript, and C++. Comfortable working with 2D and 3D digital graphics and animation (BAS in Animation and Visual Effects).

Comfortable updating and repairing computer hardware and software, as well as related technology.

Experience

Freelance Web Developer

July 2009 to Present

- Designed, built, and maintained websites with HTML/CSS as well as in Drupal and Wordpress.
- Designed themes for Drupal and Wordpress.
- Integrated embedded videos and podcasts into existing websites.
- Configured Wordpress sites to automatically send messages out on social networking sites (e.g. Facebook, Twitter) when updates were made.

Technical Writing and Technology Support at

Linda Urban Communications

October 2009 to Present

- Incorporated changes into technical documents, adjusted formatting and layout to meet style and standards.
- Provided server administration, including maintenance and updates.
- Supported principal technical writer as required.

Render I/O Administrator at Digital Domain

October 2008 to May 2009

- Responsible for ensuring the successful rendering of 3D effects and animation for various movies and commercials.
- Handled software and hardware issues for production staff working on movies and commercials, fixing them myself or escalating them as necessary.
- Developed scripts and tools to improve work-flow in my department.

- Assisted in training other Render I/O administrators.
- Addressed issues which came up during the rendering process and pipeline, communicating the problem to artists and providing possible solutions. Provided step-by-step guidance and support when necessary.
- Responsible for efficient load management of our render farm to make sure each movie or commercial received enough computing power to meet rendering deadlines for studios.
- Maintained and addressed issues which arose with on-site servers used in our render farm.
- Handled loading and unloading of tape machine, as well as organization of tape archives used for storing important backed up data.
- Performed Quality Control checks on renders before loading and sending them to our clients.

Logger at Michael Hoff Productions

April 2008 to July 2008

- Logged tapes to be used in television productions.
- Corrected any breaks in time code of logged tapes
- Digitally composited images for use in shows.
- Researched contact information for possible guests on shows.

Assistant Producer, Peter B Collins political talk radio

March 2007 to June 2008

- Managed air-time interactions to ensure the shows ran smoothly.
- Established calls with guests.
- Screened callers and summarized their comments to prepare host for discussion.
- Managed show archives and updated website with summaries of each show.
- Provided technical support and repairs for computer hardware and software, and studio equipment.

Computer Graphics

2004 to present

- Maya and After Effects generalist for web-based show “Sons of Legends” currently in production. (Summer of 2008)
- Five-month internship rigging 3D characters and creating scripts to streamline animation for a short film currently in production. (September 2006 to January 2007)
- Scripted tools to assist with rigging and other elements of the CG production pipeline during internship, side projects, and school projects
- Designed, modeled, and textured vehicles for Stellar, a PC based game in development.
- Attended 30 month intensive CG program in which I focused on rigging and technical direction. (Ex’pression College For Digital Arts)
- Rigged and assisted rigging of biped and quadruped models to be used in both cartoon and realistic animation for various projects used by classmates on their reels.
- Acted as a general troubleshooter and problem solver for classmates who encountered technical problems while using Maya and other software.

Education

Bachelor of Applied Science, Animation Visual Effects, 2007
 Ex’pression College for Digital Arts, Emeryville, CA

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