

Alexandre Branitsky

CGI Generalist, Animator, Modeler, Compositor

Brooklyn, NY

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PROFESSIONAL SUMMARY

Creative and detail-oriented CG Artist specializing in modeling, motion design and compositing. Focusing on organic and hard surface modeling, and texturing workflows for real-time and traditional rendered scenes. Developing entertaining and engaging motion design of abstract, informative, and character driven sequences, and streamlined compositing workflows.

SOFTWARE

Autodesk Maya | Autodesk 3ds Max | Cinema 4D | Pixologic ZBrush | 3D-Coat | Substance Designer | The Foundry Mari | Houdini | The Foundry NukeX | Blackmagic Fusion | Adobe Suite Creative Suite | Autodesk Fusion | Unreal Engine 4 | Redshift | Arnold |

EXPERIENCE

CBRE Build (Formerly Floored), Manhattan, NY — 3D Artist

February 2019 - Present

- Creating architectural models for real-time, interactive visualization.
- Developing motion graphics templates and workflows to unify company branding and client experiences.
- Producing photorealistic textures using Photoshop and Substance Designer for a PBR Workflow.
- Designing layouts of commercial, industrial and residential spaces, utilizing custom furniture assets, materials and hardware.
- Converting and optimizing Revit, CAD, and DWG files to production quality geometry.
- Worked individually and in teams to achieve deadlines and produce high quality deliverables.

Freelance, Manhattan, NY — Compositor/3D Generalist

October 2018 - February 2019

- Coordinated between multiple clients, satisfying their unique needs on time and under budget.
- Handled shot sequences through a compositing pipeline, focusing on keying, match moving, element replacement, plate cleanup, vfx generation, and color correction.

Clarity Archives, Manhattan, NY — Lead 3D Generalist

November 2018 - October 2019

- Responsible for creating high quality models, textures, and animations for Augmented Reality.
- Coordinated with clients and team leaders to deliver the highest quality product.
- Storyboarded pitches and concepts for AR experiences in the restaurant industry and education purposes.

Quidd Inc, Manhattan, NY — Senior 3D Generalist

August 2017 - October 2018

- Coordinated with license holders, such as Hasbro, Funko, and Disney to ensure quality and efficient production of static and animated 3D and 2D assets for real-time mobile experiences.
- Improved overall pipeline by incorporating new workflows for UVW unwrapping, texture painting, and file conversion.

Roxy Films, Brooklyn, NY — Lead Compositor/ CGI Generalist

July 2016 - August 2017

- Coordinated shot production and schedules between post production teams and production director.
- Responsible for efficiently managing shots and assets through the production pipeline, individually and in teams.

SHORT FILM

Paper Tigers, 2016, Directed by Alexandre Branitsky and Michelle Chen

EDUCATION

Pratt Institute, Brooklyn, NY — BFA in Digital Arts

August 2012 - May 2016

- Completed with Highest Honors, focusing on 3D Animation. Studied organic and hard surface modeling and texturing techniques, rigging, character animation, motion design, dynamic simulations, compositing and matte painting.

AWARDS and NOMINATIONS

Best Animation — Madrid International Film Festival
Nominee - Roxana (Roxy Films) 2019

Best Animation — Madrid International Film Festival
Nominee - Roxana (Roxy Films) 2018

REFERENCE AVAILABLE UPON REQUEST