

Alexandre Branitsky

CGI Generalist, Animator, Modeler, Compositor

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PROFESSIONAL SUMMARY

Experienced CG artist with a focus on modeling, motion graphics and compositing. Possessing a strong understanding of organic and hard surface workflows, unwrapping and texturing techniques for real time and rendered scenes. Focussed on entertaining and engaging motion design of abstract, informative and character based sequences. Detail oriented production and integration of assets into live action sequences, carrying scenes from keying and rotoscoping to match moving and color grading.

Proficient in both Mac and Windows.

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 CC; After Effects, Premiere, Photoshop | RealFlow | Autodesk Fusion |

EXPERIENCE

Know It All, Manhattan, NY — Compositor

January 2019

- Plate cleanup, element removal, element replacement, vfx generation, match moving compositing, color correction.

CBRE Build, Manhattan, NY — 3D Artist

February 2019 - Present

- Created architectural models for real time, interactive visualization.
- Created photoreal textures using Photoshop and Substance Designer for a PBR Workflow.
- Created layouts of spaces using in-house library of assets.
- Created assets and variants such as furniture, hardware and materials.
- Optimized and converted Revit, CAD, and DWG files to production quality geometry.
- Developed motion graphics templates and workflow to unify company branding and client experience.
- Worked individually and in a team setting to achieve deadlines and produce high quality deliverables.

Nuclear Knack Knacks, Manhattan, NY — Compositor

December 2018 - January 2019

- Plate cleanup, element removal, element replacement, vfx generation, compositing, color correction.

A Siren's Sorrow, Brooklyn, NY — Compositor

November 2018

- Vfx generation, match moving,, compositing, color correction.

Ouroboria, Brooklyn, NY — Compositor

November 2018

- Element removal, element replacement, match moving, vfx generation, compositing, color correction.

Clarity Archives, Manhattan, NY — Lead 3D Generalist

November 2018 - October 2019

- Created models for mobile AR use.
- Created high quality textures.
- Rigged and animated characters for real-time AR.
- Coordinated with clients and team leaders to deliver the highest quality product.
- Storyboarded pitches and concepts.
- Developed efficient workflows.

Quidd Inc, Manhattan, NY — Senior 3D Generalist

August 2017 - October 2018

- Created models of original and existing characters.
- Rigged and animated characters for real-time in-app loops.
- Created 2D assets such as packaging, news and social media posts.
- Contributed to individual and team oriented projects.
- Coordinated with license holders, such as Hasbro, Funko, and Disney to ensure quality.
- Improved workflow by utilizing 3D Coat and developing action scripts.
- Led pipeline development for conversion of Transformers mold files to final product.

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

July 2016 - August 2017

- Coordinated shot production and schedule between teams and director.
- Carried shots through pipeline, keying, rotoscoping, match moving, asset integration and color correction.
- Developed models, textures and shaders.
- Created set extensions and matte paintings.
- Worked individually and in team efforts to complete shots.

Tiny Terrors, Brooklyn, NY — Compositor

October 2016

- Onset consulting, plate cleanup, element generation, vfx generation, compositing, color correction.

Wild Billboard Project, Brooklyn, NY — Compositor

September 2016

- Match moving, element removal, element replacement, color correction, compositing.

Zemlia/Concept Visualization, Brooklyn, NY — Digital Artist

August 2016 - September 2016

- Plate cleanup, element visualization, asset development, matte painting, color correction.

SciQ, Manhattan, NY — Motion Graphics Designer

June 2016 - August 2016

- Created motion graphic segments for short form content.
- Collaborated on concepts and storyboarding with supervisors.
- Created assets and graphics.

Little Heros, Brooklyn, NY — Animation Assistant

January 2016 - May 2016

- Refinement of animation, consulted to improve character animation, silhouette and curves.

ApptoSucceed, Brooklyn, NY — Digital Artist

February 2016

- Concept development, plate cleanup, matte painting, effects simulation, color correction, compositing 2D design.

Strings, Brooklyn, NY — 3D Animator

January 2014 - May 2015

- Stepped and first pass animation, pose and curve refinement.

Paper Tigers, Brooklyn, NY — Co-Director/ Lead 3D Animator/ Lead Compositor

January 2015 - May 2016

- Concept development, storyboarding, asset development, rigging, character animation, lighting and rendering, render management, color correction, compositing.

Pratt Institute, Department of Digital Arts, Brooklyn, NY — Resource Center Assistant

August 2014 - May 2016

- Management equipment checkout, managed catalog system, scheduled checkout and insured item availability, liaison to the administrator.

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

- Successfully completed with Highest Honors a Bachelor's Degree in Digital Arts with a focus in 3D Animation. Completed classes based on set and character modeling, rigging, character animation, motion graphics, motion dynamics, 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

BCF Animation Award — Pratt Institute

Winner - 2014

BCF Best Director Award — Pratt Institute

Winner - 2014