

Brice Miret

Character Animator

Contact

Phone:

954-235-8738

E-mail:

bamiret@gmail.com

Reel:

www.bricemiret.com

Location:

Los Angeles, CA

Software

- Maya
- MotionBuilder
- 3ds Max
- Faceware
- Toon Boom
- Photoshop
- Illustrator
- Animate
- Premiere
- Shotgrid
- Jira
- Perforce

Skills

- 3D and 2D Animation
- Motion capture cleanup
- Animation implementation in game engines
- 3D Modeling
- Drawing

Work Experience

Infinity Ward

Narrative Animator (May 2022 - January 2024)

- Worked on cinematics for Call of Duty: Modern Warfare II and Modern Warfare III.
- Enhanced body and facial mocap footage, hand-keyed vehicles, and prepped scenes for implementation.

Santa Monica Studio

Narrative Animator (May 2020 - April 2022)

- Worked on cinematics for God of War Ragnarok.
- Took ownership of multiple scenes in the game, including prepping the scenes for previs and principal cast shoots, assembling takes in MotionBuilder, enhancing the mocap in Maya, hand-keying creatures, and prepping the scenes for implementation.
- Worked closely with tech artists to fix bugs on multiple scenes.
- Blocked out gameplay moments and prepped them for outsourcing.

PlayStation

Animator (July 2018 - March 2020)

- Worked on cinematics for Death Stranding, Star Wars Jedi: Fallen Order, and The Last of Us Part II at Sony's Visual Arts Services Group.
- Animated with both body and facial motion capture as well as multiple scenes that focused on hand-keyed animation for creature work.
- Worked on gameplay moments as well for character and weapon upgrades seen in Star Wars Jedi: Fallen Order and The Last of Us Part II.

SAP

Demo Solutions Specialist (April 2017 - July 2018)

- Created 3D animations and models for VR/AR simulations in Unity.

CEB

Character Animator (February 2014 - April 2017)

- Filmed and animated company training videos using motion capture.
- Worked to build a library of 2D characters to use in Toon Boom and animated them for multiple projects.

LSI, Inc.

Graphic Specialist II (April 2012 - February 2014)

- Created 3D models, animations, and artwork for use in aircraft training simulators.

Mercury Filmworks

2D Digital Animator (January 2011 - June 2011)

- Animated for season 1 of Jake and the Neverland Pirates and season 2 of Stella and Sam using Toon Boom.

Education

University of Central Florida (2005 - 2009)

Bachelor of Arts in Digital Media - Animation