Brendan Condit
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Production Experience

Epic
Blue Sky Studios, Greenwich 2011 - 2012
roles: Senior Character Technical Director [character rigging]

Ice Age 4: Continental Drift
Blue Sky Studios, Greenwich 2010
roles: Senior Character Technical Director [character rigging]
Biped Character Lead [designed/directed the rigging of all biped characters]

Rio
Blue Sky Studios, Greenwich 2009
role: Character Technical Director [character rigging]

Ice Age 3: Dawn of the Dinosaurs
Blue Sky Studios, White Plains 2008
role: Character Technical Director [character rigging]

Dr. Seuss' Horton Hears a Who
Blue Sky Studios, White Plains 2007
roles: Character Technical Director [character & prop rigging]
Additional Animator [animated background characters]

Happy Feet
Rhythm + Hues Studios, Los Angeles 2006
role: Technical Animator [apply dynamics, fur & cloth to character animation]

Night at the Museum
Rhythm + Hues Studios, Los Angeles 2006
role: Technical Animator [apply dynamics, fur & cloth to character animation]

Garfield's A Tale of Two Kitties
Rhythm + Hues Studios, Los Angeles 2005-2006
roles: Technical Animator [apply dynamics, fur & cloth to character animation]
Match-mover/Tracker [animate virtual camera to match live-action camera movement & model to scale sets]

The Chronicles of Narnia:
The Lion, the Witch & the Wardrobe
Rhythm + Hues Studios, Los Angeles 2005
role: Technical Animator [apply dynamics, fur & cloth to character animation]

Blokhedz
Maverix Studios, San Francisco 2005
role: Intern [scan storyboards & animation key frame drawings, aid presentation of storyboards]

Armonia, animated short
University of Washington, Seattle 2004
role: Technical Assistant for Computer Animation Production Series [mentor animation students]

Murder, animated short
University of Washington, Seattle 2003
roles: Layout/Design Lead, Character Modeling & Rigging, Character Animation, Story Development & Storyboard Art

Teaching Experience

CG375 - Advanced Rigging Techniques
DigiPen Institute of Technology, Redmond 2013
role: Designed and instructed advance character rigging and auto-rig creation

Education / Training

Rhythm + Hues Studios, 2006
Rigging Training [proprietary rigging tools & scripting]
Tracking Training [proprietary tracking & modeling tools]

University of Washington, 1999-2003
Bachelor of Arts in Interdisciplinary Visual Arts
courses included: Computer Animation Production Series, Drawing for Motion, Figure Drawing, Photography, Ceramic Handbuilding, Plaster Casting, 2D Design, Oil Painting, History of Japanese Film

Bachelor of Science in Zoology
courses included: Biomechanics, Human Anatomy, Vertebrate Anatomy, Cellular Biology, Calculus

Achievements

Happy Feet won Academy Award in Best Animated Feature 2007

The Chronicles of Narnia nominated for Academy Award in Visual Effects 2006

Murder, an animated short, selected as part of Smithsonian Institution private collection 2004

Poster included in Works on Paper & Small 3D juried exhibition, Jacob Lawrence Gallery 2003

Computer Skills

Alias Maya, Mel & Python Scripting, Voodoo, Shave & Haircut, Adobe Photoshop, Illustrator, After Effects, Premiere, Apple Final Cut Pro
platforms: Mac, Windows, Unix, Linux
literacy: 7 [on a scale of 1 as computer literate & 10 as a skilled programmer]

References

[available upon request]