

BRIAN WILLIAMS

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Profile

I'm a visual designer, director, coder, and 3D generalist. My past personal experiences and independent studies have given me a assortment of skills and knowledge that have led me to work in many different directions, all incorporating prior experience and new explorations. My online portfolio can be seen at www.briwil.com

Experience

ON-AIR MOTION DESIGN, NBCUNIVERSAL, UNIVERSAL CITY, CA – 2012-2014, 2015-PRESENT

Duties included show packaging, concept boarding, 2D and 3D animation, supervising photo and video shoots. We provide all on-air graphics for spots as well as designs for pitches, and graphics-based spots. Recent projects include the "NBC Presents" rebranding with retro-to-mod peacock animation, 360/vr180/ARKit spots and interactions for online marketing, and an all graphic spot for NBC's show "Making It". Gold winner of 2020 Indigo Design Awards for "Mix Media/Moving Image".

ON-AIR MOTION DESIGNER, CBS, LOS ANGELES, CA – 2014-2015

Duties included show packaging, concept boarding, 2D and 3D animation, supervising photo and video shoots. We provide all on-air graphics for spots as well as designs for pitches, and graphics-based spots.

DESIGNER, COLOURMOVIE, LOS ANGELES, CA – 2006-2008

Duties included 3D and 2D animated openings, compositing, and title sequences for network shows on SyFy, Gameshow Network, A&E, OWN, among others.

PICTURE LAB, MOUNTAIN VIEW, CA – 2008-2011

At the time, it was the largest production company in Silicon Valley. Responsibilities included both 2D and 3D animation using After Effects and Cinema 4D, graphics, compositing, editing, sound design, and flash coding. Past clients include Google, Facebook, Nike, and Yahoo.

Education

East Carolina University, Greenville NC – 1996-1999

Academy of Art College, San Francisco, CA – 1999-2000

Skills

I am extremely fluent in Cinema4D as well as Adobe's creative suite, specifically After Effects and Premiere. I have published several iOS apps designed and coded by myself, I use Unity3D quite a bit for AR experimentations and VR development (I am an in Oculus's developer program and have made many different VR games and experiences in my spare time using the hardware they gifted me). I've been writing and recording music in my bedroom since I was 15 years old and have been using Logic since 2001.

I'm not 20 years old- I'm twice that actually- but I have the excitement and desire to learn just as I did when I was 20. I'm competitive, in that I want to be the best, and I want to help everyone around me become their best, as well. I'm grumpy when I'm bored and elated when I'm challenged. I work fast and my strongest skill is my ability to figure things out.