

Bryan Silva

113 Eastside Circle
Petaluma CA 94954
415.250.5782

[VFX & Games Reel](#)

- Blend Shape Creation
- Character Modeling
- Texture Creation
- Python Scripting
- Traditional Sculpting and Painting.
- Prosthetic Makeup Effects
- Silicone Mask Creation
- Able to motivate, critique and give art direction as well as take it
- Ability to find creative solutions when troubleshooting and assessing risks
- Maya, Mudbox, Zbrush, 3dsmax, Marvelous Designer, FaceFX, Photoshop

Senior Character Artist, Atomic Fiction

10/2017 – 07/2018

The Predator

Welcome to Marwen

Pacific Rim: Uprising

- Blend Shape creation using a FACS based approach
- Python Scripting
- Digital Double creation.
- Muscle Rig modeling support

Lead Character Artist, Telltale Games

09/2016 – 10/2017

Guardians of the Galaxy: A Telltale Series

- Lead a team of character modelers and texture artists
- Responsible for giving feedback to outsourcers.
- Contributed to character and creature art creation
 - Wrinkle Maps
 - Modeling
 - Texturing

Remote Contract Facial Modeler/Rigger, OC3 Entertainment, Inc.

04/2016 – 08/2016

- Creating content for FaceFX software to demonstrate target based facial animation capabilities.
 - Facial Modeling
 - Texturing
 - Target Creation
 - Rigging

Contract Blend Shape Artist, Ready At Dawn Studios

09/2015 – 02/2016

Lone Echo

- Blend shape creation for characters using FACS based approach.

FaceFX Consultant, Hangar 13

07/2015 – 10/2015

Mafia 3

- Reviewing and improving the strength and efficiency of the Game's FaceFX facial performance pipeline.

Senior Figure Artist, Zenimax Online Studios

10/2011 – 3/2015

Elder Scrolls Online

Elder Scrolls Online: Tamriel Unlimited

- Creating character assets for character creation system
 - Humanoid and Creature
 - Hair Styles
 - Adornments

Contract Blend Shape Artist, Sony Computer Entertainment of America 02/2013 – 04/2013

Killzone: Shadowfall

- Blend shape creation for characters using FACS based approach.

Senior Character Artist, 2K Marin 04/2010 – 10/2011

The Bureau: XCOM Declassified

- Developed blend shape based facial pipeline for both animators and automation
- Character and Creature creation
- Modeling
- Texturing
- Facial Rigging

CGWorkshop Instructor, Ballistic Media 06/2009 – 08/2009

Blend Shapes in Mudbox

- Helped students explore different theories of blend shape creation
- Introduced FACS based approach to shape set.
- Common pitfalls identified and studied so that alternatives can be realized and practiced.

Contract Character Artist, Demiurge Studios 05/ 2008

- The creation of high and low polygon character, and textures for unannounced Unreal Engine 3 title.

Contract Character Artist, Triad Toys 12/ 2007 – 03/2008

- Create celebrity likeness head meshes to be 3d printed and then turned into 12 Inch figures.

Contract Character Artist, Frozen Codebase 10/ 2007

- Sculpt, model, texture and rig 3 character models that were to be used in a video pitch to a publisher for a Roller Girl game. This contract was completed in 2 weeks.

Character Artist, ImageMovers Digital 03/2008 – 04/2010

Disney's A Christmas Carol: 11/09

Mars Needs Moms: 03/11

Yellow Submarine: Canceled

- Blend shape creation.
- Animated displacement map creation
- Facial Modeling.
- Set Decoration Modeling
- Set Modeling

Senior Character Artist, Mad Doc Software 05/2005 – 03/08

Bully: Scholarship Edition: 3/08

EE3: 12/09

SWAT: Canceled

Guardian: Canceled

- High and low poly character modeling creation.
- Texture creation for the UnReal 3 Engine.
- Morph target based facial animation using FaceFX and key frame animation techniques.

- Shader creation using Unreal 3 Engine.

EDUCATION:

The Art Institute of Philadelphia

Fall 1999 - Fall 2001

“Best of Quarter” award – Spring quarter 2001

“Best of Quarter” award – Fall quarter 2001