



David Brink

Layout Artist

dbrinkanimation.com
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Skills

- Create Previs Animatics using 3D Cameras while referencing a 2D Storyboard Animatic
- Collaborates easily with other artist to revise sequences and solve problems that arise throughout a project
- Adapts quickly to unfamiliar situations, and isn't afraid to ask questions to solve new problems
- Strong organizational skills, always working to be ahead of the schedule whenever possible

Work

- **Atomic Cartoons** - Lead Previsualization Artist *Current*
Unannounced Project
- **Mainframe Studios** - Previsualization Artist *2020-2021*
Madagascar: A Little Wild
- **Wildbrain Studios** - Previsualization Artist *2019-2020*
Blaze and the Monster Machines
- **Wildbrain Studios** - Previsualization Artist *2017-2018*
Megaman: Fully Charged

Education

- **Savannah College of Art and Design** *Graduated 2017*
BFA in Animation and a Minor in Previs

Programs

- Maya
- Adobe Suite
- Unreal
- Shotgun
- RV
- Nuke

Film

- **Pizza Panic** *2017*
Final Project at SCAD