



David Brink

Layout Artist

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Work Experience

• Atomic Cartoons (2021-2025)

-Lead Layout Artist on Zombies Reanimated Season 1 (2023-2024) and 2 (2024-2025)

Responsible for assigning shots to artists, providing feedback, addressing notes

Also responsible for 3D Layout work on the show

-Senior Layout Artist on Kid Gloves (2024)

Layover contract between Season 1 and 2 of Zombies

-Animation Revisions Lead on Spidey and his Amazing Friends (2022-2023)

Layover contract between Princess Power and Season 1 of Zombies.

Managed a team of artists providing revisions and fixes based on client feedback.

-Lead Layout Artist on Princess Power (2021-2022)

• Mainframe Studios (2020-2021)

-Layout Artist on Madagascar A Little Wild

• Wildbrain Studios (2017-2020)

-Junior Layout Artist on Blaze and the Monster Machine (2020)

-Shot Finaling Artist on Blaze and the Monster Machine (2019)

-Junior Layout Artist on Megaman Fully Charged (2017-2018)

Skills

• Create previsualized animatics with 3D animation software with character rigs and environments by referencing storyboarded animatics

• Collaborates easily with other artists to provide notes and troubleshoot issues that arise throughout a project, utilizing fantastic.org

• Adapts quickly to unfamiliar situations or problems, while also not being afraid to ask for help when it's needed

Program Knowledge

Adobe Suite, Shotgun, RV, Autodesk Maya, Unreal

Education

• Savannah College of Art and Design (2013-2017)

BFA in Animation, Minor in Previsualization

[Website Hyperlink \(Password to NDA work is "Charged"\)](#)

[Demo Reel Hyperlink](#)