

# BRIAN MATTHEW BEEBE

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## Objective

Acquire a Co-op opportunity beginning January 2017 in Video Game Production.

## Education

Carnegie Mellon University: Entertainment Technology Center (ETC)

Master of Entertainment Technology

Pittsburgh, PA

Expected May 2017

Miami University: College of Creative Arts

Bachelor of Arts in Interactive Media Studies

Oxford, OH

May 2015

Relevant Courses: Visual Story, Advanced Game Design, Video Production, Animation and Motion Capture

## Skills

Software: Autodesk Maya, Unreal Engine 4, Shotgun, Flix, Unity 3D, Adobe Premiere Pro, Microsoft Excel

Technical Skills: Visual Coding, Cinematic Singleplayer Design, Motion Capture & Animation Production

## Experience

### Electronic Arts (EA) - Tiburon

Orlando, FL

Production Coordinator Intern

May 2016 - August 2016

Produced a to-be-shipped, unannounced feature for console Madden NFL. Composed shotlists and acted as Assistant to the Director for motion capture shoots in Orlando, Los Angeles and Vancouver.

### Excelas, LLC. - Medical Record Analysis Services

Cleveland, OH

Video Editor

June 2015 - August 2015

Designed and edited twelve client tutorial videos of Excelas software.

### Mixamo, Inc. - 3D Character & Animation Services

San Francisco, CA

Junior Technical Director & Support Engineer

June 2014 - August 2014

Constructed character and animation packages for customers using Unity 3D.

Managed the Mixamo YouTube channel while crafting instructional and marketing videos.

Intern

January 2014 - June 2014

Created and edited product and promotional videos. Assisted customers with technical support concerning product pipeline and animation software. Presented FacePlus™ and ran Mixamo/AMD booth during 2014 Game Developers Conference.

### Discovery Digital Networks - Revision3

San Francisco, CA

Production Intern

April 2014 - August 2014

Collaborated with producers and talent to edit daily video content for YouTube and Revision3.com. Participated as Lead Editor for DIY Tryin' as well as an Assistant Editor for several Discovery Network channels, such as Rev3Games, Tekzilla, and Fandom Beat.

## ETC Projects

VR Storytelling Exploration - Oculus Story Studio

August 2016 - Present

Prototyping and developing emotional storytelling experiences for the Oculus Rift along with three teammates. Producing and assisting with animation, design and visual coding.

Lovers Meet - Short Animated Film

January 2016 - May 2016

Acted as Producer/Director on five-person animation team creating an animated/live action short utilizing motion capture. Managed team dynamic, time and creative direction.