

Brent Noll

313 E. Tujunga Ave
Unit J
Burbank CA 91502

resume

210-467-8352

Email: bmoll1@gmail.com

Website: www.brentnoll.com

Summary

Animation Production Artist with 5 years experience in designing and animating, *Props and Backgrounds* for Television. Studios include **Rick and Morty LLC, Disney TVA, DreamWorks TV, Starburns Industries, Shadow Machine, Bento Box, and Titmouse INC.**

Skills

Animation Production

- Background Layout
- Prop Design
- Color Key
- Background Paint
- Animation

Software

- Photoshop
- Flash/Animate
- Illustrator
- Tv Paint
- After Effects
- Premiere

3D Software

- Maya -Hard Surface Modeling
- UV mapping
- 3D Coat

Professional Experience

Rick and Morty LLC

2013- Current

Lead Prop and Effect Designer Adult Swim's Rick And Morty

Worked as a lead designer under Art Director James McDermott to design props, Sci-Fi gadgets, ships, vehicles and other visual effects for Adult swims Prime time Comedy Rick and Morty, managed a team of 2+ Artists and occasionally ade 3D models in maya/3D coat.

Shadow Machine - Final Space

2017

Background and Location Designer For TBS' Final space

Worked with Art Director Devin Roth and Background Lead Tommy Scott to design Locations of Olan Rodgers Final Space. Also Designed 3D models for 2D - 3D integration based on prop designs by Kyle Capps,

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Disney TVA - Future-Worm!

2015- 2016

Background and Location artist For Disney's Future-Worm!

Worked under Art Director James McDermott and Director Pete Michaels to design backgrounds for a Disney TVA show. Worked in a team of 3 BG layout artists and designed Keys and Production backgrounds both Rough and Clean.

DreamWorks TV - Trollhunters

2015

Visual development artist for Dreamworks TrollHunters TV Series Netflix/Guillermo del toro

Worked under Art Director Rustam Hasanov to design props and Sets for Netflix's 3D series "Trollhunters". Work included complex orthographic views of mechanical props/weapons/machinery to be used in the Fantasy universe. I also worked in Maya to do set dressing on the various location

Titmouse INC

2014

Prop Designer, HotWheels

Worked under Art Director Antonio Canobbio and Matel (tm) to design props for a Hotwheels animated Movie Series (Netflix)

Starburns Industries

2013 -2018

Background Designer Animals Season 3

Designed and Photo collage Backgrounds and environments for HBO's Animals Season 3.

Character Color Key, Adult Swim's Rick and Morty Season 1

Worked in Photoshop to build color pallets for props, vehicles, characters and misc effects in line with the show art style. Worked under Lead color director Jason Boesche and James McDermott

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Background Design Harmon Quest,

Designed fantasy backgrounds for HarmonQuest Season 2 under Director Dominic Polcino.

Planet Phamus - Universal

Worked as a Color Key and Prop Designer for unreleased pilot "Planet Phamus", The series is created by Dino Stamatopolous and produced by Starburns Industries.

NBC - Community (G.I. Jeff

2014 - 2014

Prop Designer, Color Key, Animator, Composer,

Worked as a Prop designer and Animator for a special animated episode of Community under Director Rob Schrab, and Dan Harmon.

This Episode was G.I. Joe theme episode, as a prop designer, I designed tanks, gun, and vehicles from multiple angles as reference for the animators, I also worked with Explosions and effects.

Later in the production I moved to animation. We animated in Adobe Flash CS6 to mimic traditional paper animation. I also worked as an animation revisionist, revising scenes with the main character Jeff to make sure he was on model.

Education

Bachelors of Fine Arts Texas State University
Area(s) of Specialization: Studio Art (Drawing)