

GREGORY BREITZMAN

gbreizman@gmail.com | | | (309) 696-9671 | | | Thousand Oaks, CA 91360

www.gbreizman.com | www.gregbphotography.com

ARTIST SUMMARY

As a seasoned professional with extensive experience in 3D animation, I have excelled as a lead and department supervisor in animation for feature films, television, commercials, and games cinematics. My passion lies in exploring storytelling through animation and cinematography across the entire CG production pipeline.

With two art degrees and trained as a versatile 3D generalist, I have focused my skills in animation. I find joy in exploring character performances, meticulously capturing the subtle nuances that bring characters into existence. Additionally, I possess a love for the art of storytelling and thrive on helping to create visually captivating cinematic sequences through my work in previs, postvis, layout, and final animation.

With a steadfast enthusiasm to contribute and a natural inclination for leading by example, I am excited to embrace the challenges in creating compelling visual imagery through storytelling, animation, and cinematography.

SKILLS

- Animation Department Supervisor
- Lead Animator
- Camera Animation and Cinematic Sequence Design
- Previs / Postvis / Layout Artist
- Motion Capture
- Generalist Tracking & Compositing experience
- Tool Writing
- Diverse in Animation Software & Pipeline Testing Expertise

WORK HISTORY

Animation Department Supervisor / Encore VFX - Burbank, CA
12/2020 - Current Position, 07/2016 - 03/2018 - Animator

- Directly managed a team of animators in their work across multiple commercial, television, and film productions running simultaneously. Tasks included launching artists on new work, reviewing versions, animation RnD, meeting and developing with other departments, pipeline and tools department integration and testing, motion capture pipeline development, interviewing and advising on potential animators, overseeing animation internships, and contributing as an animation shot artist.

Rough Layout Artist / Dreamworks Animation - Glendale, CA
03/2018 - 11/2020

- Worked in person with Directors and Supervisors to convert storyboards into fully visualized and laid out 3d animated sequences with a focus on cinematography, story, and timing.

Lead Animator, Technical Animation Lead / Digital Domain - Los Angeles, CA
04/2012 - 06/2013, 07/2013 - 09/2013, 12/2013 - 01/2014

- Clio Advertising Award Winner in Animation (The Real Deal, 2013)
- Technical Animation Lead on cinematic video game projects in Unreal.

Previs / Postvis Artist / The Third Floor Inc. - Los Angeles, CA
03/2012 - 04/2012, 06/2013 - 07/2013, 10/2013 - 12/2013, 01/2014 - 07/2016

- Created previs and postvis shots and sequences for the Marvel Cinematic Universe and other feature films.

Animator and 3d Generalist / Rhythm & Hues Studios Inc. - El Segundo, CA
03/2011 - 12/2011

Character Animator / Heavy Iron Studios / THQ - Los Angeles, CA

08/2010 - 03/2011

- Character Animator for in-game animation content. Created realistic human motion of UFC fighters and their movements to be incorporated into game play.

- **Full Work History Available On Request**

RECENT PROJECT HISTORY

Dead Boy Detectives
(s01 - Animation Supervisor)

Villains of Valley View
(s01/s02 - Animation Supervisor)

Twisted Metal
(s01 - Animation Supervisor)

My Big Fat Greek Wedding 3
(Animation Supervisor)

Fear
(2023 feature - Animation Supervisor)

End of the Road
(Animation Supervisor)

Doom Patrol
(s03/s04 - Animation Supervisor)

Spirit: Riding Free
(Rough Layout Artist)

The Croods: A New Age
(Rough Layout Artist)

Abominable
(Rough Layout Artist)

How To Train Your Dragon: The Hidden World
(Rough Layout Artist)

Supergirl / Flash / DC Legends of Tomorrow
(Animator)

Dr. Strange
(Previs / Postvis)

The Power Rangers
(Previs)

Captain America: Civil War
(Previs / Postvis)

Ant-man
(Previs / Postvis)

Avengers: Age of Ultron
(Previs / Postvis)

Nike: LeBron 11
(Animation Lead)

Poltergeist
(Previs)

The Amazing Spiderman 2
(Previs / Postvis)

- **Full Project History Available On Request**

EDUCATION

Northern Illinois University - Dekalb, IL

Bachelor of Fine Arts: Design Time Arts

D.A.V.E. School - Orlando, FL

Occupational Associate's Degree: Digital Animation And Visual Effects

REFERENCES

- **Jon Gutman**, *Head of Layout, Dreamworks Feature Animation*

"Greg is an excellent generalist and a very proficient technical artist who has a great understanding of all facets of the CG production pipeline... On The Croods: A New Age, he developed a good rapport with the Director early on and was always pitching creative, funny ideas and little ways of improving sequences during launches and reviews. On occasion, he took on exploratory sequences that were not storyboarded and produced some beautiful and memorable shots. Greg had a great attitude even during stressful times of production, was flexible and able to pivot between sequences and adapt to notes based on the constantly changing demands of the film. "

- **Bryan Godwin**, *VFX Director, Owner - Shade VFX*

"Greg is a fantastic animator and an asset to any facility. His great eye for composition and the subtleties of character action are his best strengths. Additionally, Greg has good leadership skills and is one of the nicest and most honest guys in the industry... I would recommend him strongly for any animation or previs position."

- **Aladino Debert**, *Director & VFX Supervisor, Digital Domain*

"I've had the pleasure of working with Greg on multiple projects and I would gladly recommend his work, professionalism and attitude. He is a superb character animator who's not afraid to get dirty and fix things when needed. He also has a great eye for performance and that has proven extremely valuable on every show I've worked with him. I'm looking forward to our next project together. "

- **Detailed Full Recommendation Letters Available on Request**