

**BRIAN SALISBURY**  
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### **PROFESSIONAL EXPERIENCE**

**Art Director** 2005 - Present

*Florida Interactive Entertainment Academy, University of Central Florida, Orlando, Florida*

- Direct the FIEA art track curriculum in collaboration with FIEA faculty as the Teacher of Record for art classes, specifying curriculum goals and outcomes as well as developing course structure and content.
- Coordinate guest lectures, technical art adjuncts, curriculum and life drawing.
- Instructor for UCF undergraduate Real Time Modeling 1 & 2, Geometric Modeling and Advanced Animation classes, workshops and independent studies at the request of the Art and Digital Media Departments.
- Mentor graduate students in the creation of marketable digital art portfolios, visual and technical problem solving skills and techniques, motion capture processes, interpersonal and art management skills.
- Assign and advise art teams, art leads and serve as a faculty advocate on student capstone thesis game projects.
- Maintain relationships with industry partners and assist with internships and employment opportunities for FIEA art students.
- Collaborate with industry and education with motion capture, research projects, application development, stadium animations, FIEA promotional graphics, community outreach and recruiting events.
- Maintain relationships with UCF and other universities and colleges for speaking and presentation opportunities pursuant to FIEA recruitment, awareness and collaboration.
- Served on curriculum, faculty and executive search committees.
- Responsible for FIEA art admissions, prospective student advisement, interviews, portfolio reviews and admissions decisions.

### **NOTABLE PROJECTS & EXHIBITS – FIEA-UNIVERSITY OF CENTRAL FLORIDA**

- Make a Wish Foundation video game project character models and art advisement.
- Florida 500 “La Florida” Interactive iPad application.
- UCF Citrus Bowl stadium football touch-down animations.
- “Hypothesis” Art Exhibit, UCF Center for Emerging Media Gallery.
- Studio Art & the Computer MFA Graduate Exhibition, UCF VAB Art Gallery.
- UCF Pegasus Magazine cover illustration.
- Orlando Science Center Otronicon Convention animation & modeling workshops.
- Lockheed Martin Research Grant for game development character modeling and art process documentation.
- Speaker - Character modeling for games – Create Chaos Design Conference, Orlando.
- FIEA – Marketing and trade show graphics and presentations.
- Studio 500 Motion Capture commercial shoot engineering, demonstrations, class instruction, workshops and real-time content creation.

**Character Artist, Character Lead, Art Lead** 2001 - 2005  
*Microsoft Game Studios - Indiebuilt, Inc. Salt Lake City, Utah*

- Internal Art Lead for Topspin, externally developed in Paris, France. I provided feedback and art direction for milestone deliveries, and advised artists on site in Paris.
- Managed and art directed character team members in the production of character models, textures, character setup, and animation.
- Planned game shot lists in their entirety and directed motion capture shoots.
- Created schedules, ensured character team production deadlines and wrote performance reviews for direct reports.
- Constructed motion pipelines, animation rigs and automated motion processes with Maya MEL scripts.
- Worked with Programmers to develop graphics pipelines and procedures.
- Versed in the entire character production process, both creatively and technically.
- Presented at various Utah University and High School art and animation related programs.

**Lead Character Modeler** 1998 - 2001  
*Kodiak Interactive, Salt Lake City, Utah*

- Created and supervised production of 3d character models and textures for Disney, EA and Kodiak video games.
- Mentored character modelers and art directed finished models and textures.
- Established and managed graphics procedures and processes for both environments and characters.
- Developed character rigs, worked in key frame animation, motion capture research and implementation, and motion editing.

**Senior Digital Sculptor** 1993 - 1998  
*Viewpoint Datalabs, Orem, Utah*

- Working directly with clients, constructed 3d models for film, broadcast, and games from drawings, photos, digitized data, and sculptures.
- Gained proficiency in nurbs patches and polygons using multiple leading Silicon Graphics software packages.
- Built custom skeletal rigs for characters, directed motion capture, implemented and edited motion data.
- Produced 3d renderings and animations for marketing purposes.
- Supervised teams of modelers for various modeling projects, including environments, vehicles, creatures, and characters.
- Worked on site at *PDI/DreamWorks, Palo Alto, California*, during the production of Antz.

**NOTABLE PROJECTS – FILM & VIDEO GAMES**

- Antz
- Godzilla
- Face-Off
- Space Jam
- Highlander 3
- Species 2
- Amped 3 (XBOX360)
- Links 2004 (XBOX)
- Top Spin (XBOX)

- Monsters, Inc. (PS2)
- WCW Backstage Assault (Playstation, Nintendo 64)
- WCW Mayhem (Playstation, Nintendo 64)

### **CURRENT SOFTWARE SKILLS & SCRIPTING LANGUAGES**

Maya, Zbrush, Photoshop, MotionBuilder, Vicon Blade2, Sketchbook Pro, Premiere, AfterFX, Corel Painter, Epic Unreal Development Kit, Unreal 4 Engine, Python for Maya, Maya Embedded Language (MEL)

### **EDUCATION**

**Master of Fine Arts**, Studio Art & the Computer, 2009  
*University of Central Florida, Orlando, FL*

**Bachelor of Science**, Interactive Computer Graphics - Industrial Technology, 1992  
*Arizona State University, Tempe, AZ*

Speak and write Fluent in Spanish.

### **COMMUNITY SERVICE**

Boy Scouts of America Chartered Organization Chair, Troop 85, Central Florida Council