

# Charles C. Brandt

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## **STATEMENT OF PURPOSE:**

To obtain a position where I use my art and Flash skills to create exciting and innovative forms of entertainment.

## **EDUCATION:**

**Carnegie Mellon University: Entertainment Technology Center**, Pittsburgh, PA, May 2006

*Master of Entertainment Technology (a combination of Art and Computer Science)*

**College of William and Mary**, Williamsburg, VA, December 2002

*Bachelor of Arts in European Studies, Minor in Economics*

## **EXPERIENCE:**

### **Flash Game Developer**

**National Institute of Health/Quotient Inc.** Bethesda, MD July 2007 — October 2008

Acting as a one-man development team at the National Institute of Health, designing, programming, and creating art assets for health-related games for children. Creating entertaining interactive content for National Library of Medicine to educate and promote and interest in medicine and health.

### **PHP Programmer, Animator**

**Dharma Publishing** Cazadero, CA April 2007 — June 2007 (Volunteering)

Worked with a designer to implement a new design for the company's website: [www.dharmapublishing.com](http://www.dharmapublishing.com). My work included writing and repairing PHP code, Javascript, creating Flash content, and AJAX programming.

### **Game Programmer, Technical Artist**

**Carnegie Cadets: Information Networking Institute, Carnegie Mellon** Pittsburgh, PA 2005-Present

Programmed and designed Flash-based games to teach the fundamentals of internet safety to children. The game is currently live at: <http://www.carnegiecyberacademy.com/index.html> Developed art pipeline and program Flash extensions to aid artists and programmers. Designed and animated characters for the games. Designed levels and created environmental art assets. Provided voice-over work for the character Carlo.

### **Animator, Programmer, Writer**

**Microcontent Productions** Pittsburgh, PA Spring 2006

Wrote and animated a series of 2-3 min shorts for the Video iPod. Created an animation tool in Flash that allows lip synching and puppeteering of characters by an animator in real-time using video capture.

### **Animator, Set Designer**

**Don on the Farm: Once Upon a Toon** Pittsburgh, PA Winter 2005

Animated a six and a half minute 2D short for a children's television pilot. Created and managed animation pipeline. Modeled and textured a 3D virtual set to interact with greenscreened actors.

### **Concept Artist, Character Modeler/Animator, Webmaster**

**Kotodama (Japanese Language Teaching RPG)** Pittsburgh, PA Spring 2005

Designed, modeled, and animated characters and environmental objects to create a Japanese language teaching RPG game that utilizes voice input. It grounds the player in basic Japanese grammar and vocabulary while introducing them to Japanese culture.

## **SKILLS:**

Flash, AJAX, Adobe Photoshop, Adobe Illustrator, Anime Studio Pro, ToonBoom Studio, Maya, Zbrush, Adobe AfterEffects, Adobe Audition, Adobe Premiere, Creating input device prototypes, Voice acting, Tuvan throat singing.

## **LANGUAGES:**

Actionscript 3 and 2, JSFL (Flash Extensions), HTML, Javascript, XML, PHP  
Fluent in German; very proficient in Russian; proficient in Mandarin.

## **AWARDS:**

2006 2 Telly Awards, Don on the Farm, 2D Animation