

JUSTIN G. BERTRAND, JR.

Animator / Lighting Artist

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EXPERIENCE

Sr. Pre-Visualization / Animator / Lighting Artist

Fuse FX ~ 2020 - Ongoing+
Los Angeles / Atlanta

Animating, lighting and creating pre-visualization shots for a variety of shows and movies including Fall of the House of Usher, Shining Vale, The Orville, Extraction 2 and others yet to be announced.

Learning new programs and helping implement a new pipeline.

Sr. Pre-Visualization Artist / Animator

MPCLA ~ 2020 - 2020
Santa Monica

Animated, lighting and creating pre-visualization shots for Prehistoric Planet.

Learning new tools and concepts in order to ensure quality and speed.

3D Animator / Lighting Artist

Encore VFX ~ 2016 - 2020
Burbank

Animated and lighted a wide variety of photo realistic characters, vehicles, cameras and props (Flash, Legends of Tomorrow, Supergirl, Doom Patrol, Titans, Etc).

Worked with other departments within the pipeline in order to quickly arrive at the most efficient and visually appealing renders.

CG Generalist

CoSA VFX ~ 2014 - 2016
North Hollywood

Animated, modeled, textured and lighted numerous visual effects shots for a variety of television programs (Gotham, Agents of Shield).

EDUCATION

Master of Arts : Animation **DePaul University College of Computing and Digital Media**

~ 2012 - 2014+
Chicago, IL

Individualized Studies: Computer Animation **Columbia College**

~ 2013 - 2014+
Chicago, IL

Bachelor of Arts : Computer Science

Augustana College

~ 2005 - 2009+
Rock Island. IL

KNOWLEDGE

Maya | 3DS Max | Modo | Houdini | After Effects | Premiere | Photoshop
Mac | Linux | Windows