

bryce stines

3D/2D Motion Designer

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ABOUT ME

Through my experiences working on TV spots for restaurants, documentaries on humanitarian rights, or bringing video game characters to life, my creative passion is multifaceted and multidimensional.

With the combination of an artistic passion and a curious nature I'm your go-to guy for just about anything.



WORK EXPERIENCE

The New Blank - Freelance Contractor

Motion Designer, June - July 2018

Working closely with a highly skilled team of my peers, we hand built the highest quality content for every modern medium.

RUN Studios - Freelance Contractor

Motion Designer, June - July 2018

Working closely with multiple teams to create a unique artistic vision in motion graphics and compositing. From look development and R&D to final execution using a combination of 3D and 2D pipelines.

Electronic Arts - ProUnlimited Contractor

Motion Designer, 2017 - 2018

Created engaging and memorable video assets for all of EA Mobile's game titles. Responsible for the entire pipeline from pulling the in-game 3D asset, to animating and rendering, then finally putting it all together with branded motion graphics and spot-on compositing.

Outback Editorial

Visual Effects Artist, 2013 - 2017

Combining effects or animation with live action can be some of the most rewarding work in post-production, even when all that hard work goes unnoticed. After all that's the whole idea.

Trend Influence / Donor ATL

In-House Post-Production, 2011-2013

The one man army behind all of the cool stuff this advertising agency wanted to produce but never had the budget for. Ranging from Video Editing for Broadcast TV to the executive creative director's visual effects projects.

Soapbox Studios

Visual Effects intern, March 2010 - Aug 2010

Helped create 3D assets for projects including cable TV bumpers and billboard sized stills.



EDUCATION

4A's, American Association of Advertising Agency

Atlanta, GA 2012

Participated in IAAS (Institute of Advanced Advertising Studies)

Savannah College of Art and Design

Atlanta, GA 2006-2010

BFA Visual Effects



SOFTWARE

Autodesk Smoke	●	●	●	●	●	●	○	○	○
Maxon Cinema 4D	●	●	●	●	●	●	●	●	○
Autodesk Maya	●	●	●	●	●	●	●	●	○
Adobe After Effects	●	●	●	●	●	●	●	●	●
Adobe Photoshop	●	●	●	●	●	●	●	●	●
Adobe Illustrator	●	●	●	●	●	●	●	●	●
Adobe Premier	●	●	●	●	●	●	●	●	●
Red Shift Renderer	●	●	●	●	●	●	●	○	○
Arnold Renderer	●	●	●	●	●	●	●	○	○



PROFESSIONAL SKILLS

Compositing	●	●	●	●	●	●	●	●	●
Editing	●	●	●	●	●	●	●	○	○
Animation	●	●	●	●	●	●	●	●	●
Lighting	●	●	●	●	●	●	○	○	○
Textures/Materials	●	●	●	●	●	●	○	○	○
Motion Graphics	●	●	●	●	●	●	●	●	●
Photography/Cinematography	●	●	●	●	●	●	●	○	○



LANGUAGES

English	●	●	●	●	●	●	●	●	●
German	●	●	●	●	●	○	○	○	○



AWARDS

Work featured in AdWeek and ProMax

Seattle, WA

Various work with The New Blank is featured

Atlanta 48 hour Film Festival

Atlanta, GA June 2012

Co-Editor for "Maxed Out" Audience Favorite Finalist

Atlanta Addy's Bronze Award

Atlanta, GA 2011

"Copyroom", executed all editorial, visual effects, and animations in a branded spot for Treefrog Paper

SCAD Juried Photography Exhibition

Atlanta, GA October, 2009

"Etropy" Large black and white archival print 25" x 48"



HOBBIES AND ACTIVITIES



Photography



Soccer



Gaming



iOS Developer



Auto Sport