

Brian Mahler

3D Generalist and Animator

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EDUCATION

LOYOLA MARYMOUNT UNIVERSITY Animation Major | Expected Graduation May 2025

KANSAI GAIDAI UNIVERSITY Focus on Japanese Design Philosophy and Manga Studies | Aug 2023 – Dec 2023

EXPERIENCE

Animation Lab Assistant at Loyola Marymount University | [Aug 2024 – Present](#)

- Researched and documented workflows for using Rokoko motion capture with Blender 3D and Unreal Engine 5, focusing on recording, importing, and clean up.
- Catalogued animation library resources and assisted in updating library checkout system.
- Resolved technology issues and performed maintenance on animation lab equipment.

Manager at The Loft Craft Beer and Wine | [Jan 2024 – Present](#)

- Supervised a 5-person crew in alcohol and food service, creating \$2000+ in revenue daily.
- Coordinated with brewery partners and LMU faculty to host community events.
- Managed social media presence to drive community presence and engagement.

3D Modeling Teacher at DigiPen Institute of Tech. & WANIC | [Jun 2024 – Aug 2024](#)

- Developed and presented a 110-hour college-credit curriculum, educating 26 students in the topics of 3D modeling, texturing, and basic animation and rigging skills.
- Coordinated daily post-class meetings with 2 TAs to adjust lesson plans to maintain curriculum pace.
- Certified as Carrer and Technical Educator for the state of Washington.

Teaching Assistant (TA) at DigiPen Institute of Tech. & WANIC | [Jun 2023 – Aug 2023](#)

- Expanded existing curriculum to cover basic PBR and procedural texturing in Blender.
- Advised on curriculum revisions to modernize and focus instruction.
- Assisted professor in instructing 35+ students in a project-based curriculum.

PROJECTS

3D Generalist on “The Woodland Book-Nook” Short Film | [Aug 2024 – Present](#)

- Created and modelled from concept art to create 3D characters and props for animation.
- Researched visual design of stop-motion content to recreate in 3D.

Lead 3D Generalist on “The Wasp” Short Film | [Aug 2024 – Present](#)

- Researched creature anatomy and movement to model, texture, rig, and animate actor.
- Captured HDRI information on set and supervised crew in shot set-up for VFX.
- Developed visual effects pipeline for compositing 3D creature animation on to footage.

Director and Lead Animator on “Pasta Mafia” Short Film | [Aug 2022 – May 2023](#)

- Managed production database and tracked animators’ shot status to maintain schedule.
- Facilitated communication between animation and sound teams through bi-weekly meetings.

2D Animator on “Second Swing” Short Film | [Jan 2024 – May 2024](#)

- Recorded progress on rough, clear, and color animation on an Excel production file.

SKILLS

Technical | Autodesk Maya, Blender 3D, Unreal Engine 5, Rokoko Studio, ToonBoom Harmony & Storyboard Pro, Adobe Premiere Pro, Microsoft Office Suite, Google Suite, ShotGrid (Flow Production Tracking), Final Draft
Personal | Fluent in English and Spanish, Leadership experience, Project Management, Problem-Solving skills