

# BREEN HEATH

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## SKILLS

Storyboard Pro, Adobe Photoshop, Clip Studio Paint, Blender 3D, Unity, Adobe Premiere, Css, HTML, Javascript, C#  
Genres: Fantasy, CG, Sci-fi, Comedy, Horror, Preschool, Action

## WORK EXPERIENCE

### Volta Animation, Storyboard Artist/Revisionist

May 2021 - September 2022

- Mech Cadets Yu
  - Boarded cinematic sequences focusing on expressive acting & storytelling
  - Utilized 3D sets in Blender 3D for multiple Scenes
  - Revised Storyboards clarifying acting, timing, & compositions
- Unannounced Project
  - Boarded cinematic sequences focusing on action & effects
  - Boarded & designed FX for gacha game sequences

### Yes Our Kids Can, Game Designer, Lead Illustrator & Program Manager

May 2021 - September 2022

- Designed career focused educational games
- Fostered interdepartmental communication & production hang-ups
- Illustrated digital children's books

### Freelance Clients

June 2018 - September 2022

- Wenches & Loot, Character Designer & 2D Game Artist
- Air, Character Designer

## PROJECTS

### Brothers, Webcomic Artist

October 2021 - Current

- Produced cinematic pages on a weekly basis
- Create Character Designs, Props, and Backgrounds

## EDUCATION

**Bachelor of Arts, Film** University of Texas at San Antonio

August 2023 - May 2025

**Associate of Arts, Liberal Arts** Northwest Vista College

May 2014 - May 2018

**Associate of Arts & Sciences, Game Production** Northwest Vista College

May 2014 - December 2017

## GROUPS

- Women in Animation (Mentorship Circle Mentee)
- Spiderforest Webcomic Collective
- Project City