

BRANDON KISEREU

bkisereu@gmail.com | brandonkisereu.com | linkedin.com/in/bkisereu | vimeo.com/bkisereu | Open to Remote & In-Studio

ABOUT ME

An animation professional with 6+ years of experience bringing characters, creatures, and vehicles to life through animation — from **Fortnite** and **Rocket League** cinematics at Epic Games, where work included shaping animator-facing tools for Unreal Engine releases, to previs on **Disney's Pinocchio** (2022) and **Aquaman**, to lead animation on **Cocaine Bear** and **Atlas** at Halon Entertainment, including mentoring fellow animators. Collaborates with directors and technical teams to deliver performance-driven storytelling under tight production schedules.

EXPERIENCE

Trick 3D - Remote - Atlanta, GA

Freelance Animator - May 2026 – Current

- Animated pre-rendered character sequences in Unreal Engine 5 for an interactive mobile app.
- Rigged custom UE5 character skeleton with procedural controls for real-time texture and material animation within Sequencer.
- Collaborated with modeling team to develop real-time character rig for UE5 Sequencer integration.

Epic Games - San Diego, CA

Cinematic Animator - Jul 2022 - Mar 2026

- Animated character, vehicle, and creature performances for **Fortnite** and **Rocket League** cinematic trailers in Unreal Engine 5.
- Cleaned and enhanced mocap data with keyframe animation to deliver performance-quality cinematics.
- Collaborated with directors, FX, lighting, and rigging teams to address notes and deliver finalized animation ready to ship.
- Animated character performances balancing body mechanics, weight, and acting beats within Unreal Engine real-time engine constraints.
- Worked on cinematics for IP collaborations with **The Simpsons**, **Star Wars**, **Looney Tunes**, **Marvel**, **DC**, **Cybertruck**, **Power Rangers**, **Halloween** movie franchise featuring the iconic character “Michael Myers”, **Saw** movie franchise, and musical artists **Bruno Mars** and **Laufey**.
- Collaborated directly with Unreal Engine’s animation engineers, providing feedback on animator-facing tools to help shape future engine releases and strengthen Unreal Engine as an animation platform.
- Delivered animation on aggressive production timelines, consistently adapting to shortened schedules without any reduction in project scope.

Halon Entertainment - Santa Monica, CA

Lead Animator - Sep 2021 – Jun 2022

- Lead Animator on **Cocaine Bear** and **Atlas**.
- Mentored 8 animators, reviewing dailies and assigning shots to balance workload and maintain sequence continuity.
- Collaborated with directors and layout teams to block and refine cinematic sequences.

Character Animator - Sep 2021 – June 2022

- Character Animator on **The Last Voyage of the Demeter**.

ICON Creative - Vancouver, BC

Character Animator - Apr 2021 – Sep 2021

- Character animator on **Disney Junior series Alice's Wonderland Bakery**.
- Produced keyframe animation for TV production pipeline.
- Delivered 240–400 frames per week, meeting ICONs episodic production quotas.

Halon Entertainment - Santa Monica, CA

Character Animator - Feb 2020 – Apr 2021

- Created previs and visualization animation for **Disney's Pinocchio (2022)**, **Aquaman and the Lost Kingdom**, **Slumberland**, and **John Wick: Chapter 4** and cinematic trailers such as **Spellbreak** and **New World**.
- Collaborated with directors and layout teams to block and refine cinematic sequences.

Brain Zoo Studios - Chatsworth, CA

Character Animator - Jan 2020 – Feb 2020

- Created character sheets and cycle animations using Maya plugin Studio Library to maintain consistency across posing and performance.
- Cleaned mocap data and prepared game-ready animation sets for implementation, ensuring pose consistency across the character library.

Method Studios - Santa Monica, CA

Character Animator - Sep 2019 – Nov 2019

- Character animator on cinematic trailer for ***Dungeons & Dragons: Dark Alliance***.

SKILLS

Animation: Keyframe Animation, Motion Capture, Cinematics, Previs, Postvis, Layout, Basic Rigging

Software: Autodesk Maya, Unreal Engine, Blender, After Effects, Premiere Pro, Photoshop, Illustrator, Microsoft, Jira, Shot Grid, Confluence, Perforce, UGS (Unreal Game Sync)

Languages: English (Fluent), Romanian (Intermediate)

EDUCATION

Bachelor of Fine Arts in Digital Production - Gnomon, Hollywood, CA

- [Best of Term - Fall 2018- Creature Stylized](#)

Feature Animation and Polish Certificate - Animation Mentor

CREDITS

Film: *Atlas* (2024, Lead Animator) · *Aquaman and the Lost Kingdom* (2023, Previs Artist) · *The Last Voyage of the Demeter* (2023, Postvis Artist) · *John Wick: Chapter 4* (2023, Previs Artist) · *Cocaine Bear* (2023, Lead Animator) · *Slumberland* (2022, Previs Artist) · *Disney's Pinocchio* (2022, Previs Artist) · *Wicked Image* (2020, Visual Effects Artist)

Games: *Fortnite* (2024–2026, Cinematic Animator) · *Rocket League* (2022–2024, Cinematic Animator) · *Dungeons & Dragons: Dark Alliance* (2021) · *Spellbreak* (2020, Cinematic Trailer) · *New World* (2020, Cinematic Trailer)

Television: *Alice's Wonderland Bakery* (2022, Character Animator)