

# BRYAN ASSI

## 3D ANIMATION ARTIST

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[Portfolio](#) [LinkedIn](#)

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*Passionate provider of artistic, musical, and animated experiences to a global clientele, consistently elevating projects while collaborating with creators and businesses, as well as pursuing my own artistic path. Currently immersed in a competitive learning environment at UT Austin dedicating my time to enhance my technical skills in Art and Entertainment.*

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## EDUCATION

**University of Texas at Austin** - 2023-2026  
Bachelor of Science, Arts and Entertainment Technology  
Minor, Social and Behavioral Sciences

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## WORK EXPERIENCE

### **Lead Animator / 3d Artist / Video Editor**

Three Fish Productions - (Present)

Spearheaded the creation of captivating visual content, catering to diverse genres of music production and artist promotion, consistently exceeding client expectations.

- I've collaborated closely with clients to understand their vision and requirements, ensuring seamless communication throughout the creative process. While demonstrating my proficiency in software tools such as Blender and Final Cut Pro to craft intricate scenes, I meticulously curate and edit footage, expertly blending the visuals with sound design to deliver polished and immersive work tailored to client preferences.
- I've established a reputation for delivering high-quality work within tight deadlines, consistently achieving client satisfaction and fostering long-term partnerships.

### **Creative Director / Event Operator / Installer**

***Dimensional Destinations'*** – an immersive exhibit showcased at The Hive Art Gallery during [Buzzfest 2023](#), from conceptualization to execution, I designed, fabricated, and installed the entire exhibit, ensuring a flawless operation throughout the three-day event.

- Hand-crafted 6 intricate dioramas utilizing mirrors, lighting, and art to create an infinite illusion to each box, housed in hand-painted shelving units to deliver a sleek final design.
  - Periodically ensured no issues arose regarding lighting and safety concerns for the 1200 patrons of Buzzfest.
  - Fabrication efforts included Laser Cutting, 3D modeling, 3D printing, CNC machining, Aerosol painting, and Soldering.
  - Softwares used for design and fabrication include VectorWorks, Blender, Adobe Suite, and Ultimaker Cura.
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## SKILLS

- 3D Modeling/Animation
  - Blender, After Effects
- Video Editing
  - Final Cut Pro, After Effects
- Music Production
  - Ableton Live, Logic Pro X, NI's Maschine
- Adobe Photoshop

## CLUBS

**Animators Club**  
UT Austin: 2023 - Present

**Texas Music Producers**  
UT Austin: 2023 - Present

## VOLUNTEERING

**KEEP AUSTIN BEAUTIFUL**  
NonProfit: 2023 - Present