Brian Dyak

CG, DESIGN, MOTION

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Manhattan, Brooklyn, NJ, Remote

WORK EXPERIENCE

3D Designer/Animator, Freelance

ideaMACHINE Studio, Brooklyn, NY, 2021-2022

Remote. Design, modeling, layout, and animation for company's explainer video.

3D Artist, Freelance

Ten Gun Design, Seattle, WA, 2021

Remote. Shading, rendering, and render support for Microsoft advertisement.

3D Modeler, Freelance

Mechanism Digital, New York, NY, 2021

Remote. Modeled realistic jewelry from 3d scans and from scratch for online retailer.

3D Artist & Compositor, Staff/Freelance

Johnson & Johnson, New York, NY, 2017-2021

Created variety of CGI product renders with Maya, Illustrator, Photoshop, Nuke, VRay, ZBrush, Keyshot. Translated print artwork for CGI. Architected workflows for swapping and adjusting bottles, liquids, labels, and more in compositing. Evaluated software and workflows for department. Managed intern. Images created for online retailers and marketing (Amazon, Target, etc) and product print designs (Bandaid).

Motion Designer, Freelance

HBO, New York, NY, 2019

Created large HBO Max presentation visuals with Cinema 4D, Redshift, After Effects.

Adjunct Professor

Pratt Institute, Brooklyn, NY, 2017

Intense Bachelor of Fine Arts course, creating artwork using Maya, Arnold, ZBrush, Substance Painter, Nuke, Photoshop.

3D Designer, Freelance

Transistor Studios, Brooklyn, NY, 2017

Design, 3D modeling, lighting, shading for animated advertisement with Maya, Cinema 4D.

3D Designer, Freelance

3DNA Medical Animation, New York, NY, 2017

Animation for vehicle accident re-enactment used in court. Contributed look development and design for advertisement. Created CGI skin cells for pharmaceutical method-of-action animation with Maya, ZBrush.

3D Designer, Freelance

Taylor James, New York, NY, 2016-2017

Lead artist for high-res print advertisement with green screen models: design, 3D modeling, lighting, shading, texturing, rendering. Modeling, cloth simulation for pre-vis advertisements. Maya, VRay, SpeedTree.

3D Designer, Freelance

Image Theory, Brooklyn, NY, 2016

Contributed design, 3D modeling, lighting, shading, cloth simulation for scientific method-of-action animation with Maya, Redshift.

Adjunct Professor

Middlesex Community College, Edison, NJ, 2016

Intense Bachelor of Fine Arts course, creating artwork using Maya, Arnold, ZBrush, Substance Painter, Nuke, Photoshop.

3D Artist, Freelance

Napoleon Group, New York, NY, 2016

Contributed 3D modeling, rigging, cloth simulation, texturing of characters for pre-vis commercial with Maya.

PERSONAL PROFILE

I like solving problems with pixels. Besides striving to make aesthetically pleasing images, I always try to problem solve for efficiency. I love working with fun diverse teams to create the best message to the audience.

ACADEMIC BACKGROUND

School of Visual Arts
Master of Fine Arts, 2015

William Paterson University
Bachelor of Fine Arts, 2009

School of Motion
Design Bootcamp, 2018

Animation Collaborative
Pixar Animation Masterclass, 2014

SKILLS

3D Design
Motion Graphics
2D Design
Animation
3D Rendering
3D Modeling
Compositing
Lighting
UX/UI
Teaching/Education
Project Managing

TOOLS

Cinema 4D
Maya
After Effects
Photoshop
Illustrator
Nuke
ZBrush
Sketch, Xd, Figma
Redshift, Vray
Octane, Arnold
Unreal