

Brianna Amore, BDes, BSc

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www.amoredesignwerks.com

I am a freelance digital artist with a background in graphic design and I am seeking contract or permanent opportunities with your company. I specialize in Fulldome and Virtual Reality experience production using Cinema4D, After Effects, Adobe Creative Suite, RealFlow, and Terragen. I have experience working on large projects with major brands, and I am always willing to accept new challenges. I am a fast learner and a natural problem solver, and I am confident that I would make an excellent addition to your team. My reel can be viewed at www.amoredesignwerks.com

EDUCATION

Grad 2001 – Alberta College of Art & Design, Calgary AB

Bachelor of Design, Visual Communications

Grad 1994 – University of Calgary, Calgary AB

Bachelor of Science, Psychology + Geography Double Major

CURRICULUM VITAE

Vortex Immersion Media; Los Angeles CA – Aug 2013 – Present

Contract digital artist and creator of immersive fulldome and VR experience design for brands, artists, musicians, filmmakers, and dome installations. Clients include Disney/Marvel, Nike, NBC, Pepsi, BET, Nickelodeon, and AT&T.

Amore Design Werks; Los Angeles CA – 2008-Present

As an independent freelancer I have worked on a project-by-project basis with many clients to enhance their professional image through rebranding, animation, and investor presentations. Projects include motion graphics, websites, visual effects, music videos, and the creation of immersive experiences.

Resonate Creative Labs; Ojai CA – 2010-2012

At Resonate, I was in charge of designing, planning and executing immersive experiences, live VJ content, and concept pre-visualizations for such clients as Acura, the band Metric, Summit Basecamp, and SXSW.

Gone Fishing Consulting; Vancouver, BC – 2007-2008

At Gone Fishing Consulting, I was responsible for the design and execution of the front-end UI for their flagship product Category Sense. In addition I developed and managed the entire rebranding of their company.

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Alberta College of Art + Design; Calgary AB – 2005-2007

As a Sessional Instructor, I was responsible for teaching second and third year Visual Communication students in the subjects of Information Design, Adobe Illustrator and Photoshop, and I was instrumental in developing their Rich Media program that was a precursor to game design and 3D animation.

Gottschalk + Ash International; Calgary AB – 2001-2007

As Environmental Graphic Designer, I was responsible for creating large-scale design and wayfinding projects for architectural facilities such as Boston Convention and Exhibition Center, Vancouver Convention Center, several international airports and health facilities. I was also involved in the creation of displays and interactive kiosks at world-class museums such as NHL Hall of Fame, and Aquatopia in Belgium. In addition, I was part of a team that received the Society for Environmental Graphic Designers award in 2007.

Canadian Armed Forces 746 Communication Squadron; Calgary AB – 1991-2000

Primary Reservist NCO in Tactical VHF, Strategic, and Satellite Communications. I was responsible for deploying and operating tactical command HQ's, management of non-commissioned personnel, preparing for civil emergencies, and peacekeeping. I was also a Communications instructor for new recruits, and for which I was recognized by my superiors for my exemplary training skills, and a Marksman Level 1.

REFERENCES

Kate McCallum, PGA

213-706-2376

Margaret Lambert

323-309-7657

Ian Downie

803-237-2769