Bradford Hillam
Cinematic Technical Artist

BradfordHillam@gmail.com • San Francisco, CA

BradfordHillam.com • (719) 359-3772

Ascendant Studios: Immortals of Aveum
San Rafael, CA/Remote
Cinematic Technical Artist
(7/22-9/23)
Shipped with Unreal 5.1 - focus on Sequencer & Blueprint

➤ Cinematic designer role focusing on implementing real-time cinematic content
➤ Led initial setup of cinematics in sequencer, implementing animations, cameras, including creating level instances, triggers, and actors.
➤ Authored cameras and actor performances for interactive dialog.
➤ Created seamless transitions between gameplay and cinematics.
➤ Identify and fix bugs in cinematics, propose workflows and methodologies to speed up and bulletproof the production process.

Bradford Hillam Design
San Francisco, CA
Freelance Designer: Cinematics, Storyboards, Illustrations
(5/13-present)

➤ Layer Media Advertising - Storyboards for Stadia commercial project
➤ NBA 2K16 Career Mode - 2K/Visual Concepts
   Storyboard Artist for cinematic cutscenes and motion capture preparation
➤ Max's Adventure - Interactive children's storybook
   Lead Storyboard & Animatic Artist for cinematic cutscenes & branching narrative layout
➤ Seadog - *Storyboard Artist* for stop motion animation project

Pocket Gems: Episode series
San Francisco, CA/Remote
Visual Director, Layout Artist, Code Scripted Cinematics
(02/16-01/18)

➤ Directed mobile episodic narrative game with a branching user-controlled storyline.
➤ Scripted episodes from the "code up" utilizing BBCode & DonaCode for character animation, camera motion, audio, and effects libraries to finish, shippable games.

-Visual Director/Layout: Pretty Little Liars, Pitch Perfect, Juvie   *-Storyboard Consultant:* Pretty Little Liars

Telltale Games
San Rafael, CA
Cinematic Artist, Video Game Choreographer
(1/14-2/15)

➤ Created in-game and cinematic cutscenes for story based multichoice narratives
➤ Layout for camera composition & animation, VFX and VO timing and implementation
➤ Editing shots and cuts via linear editing tools and node based cinematics

Titles shipped:
Game of Thrones - The Wolf Among Us - The Walking Dead: Season Two - Tales From The Borderlands

Borderlands 2 Short Film
San Francisco, CA
Writer, Storyboard Artist & Lead Story Development, Director
(3/13-12/13)

➤ Wrote original Borderlands 2 story for 2K/Gearbox collaboration
➤ Created storyboard and animatics for story pitch and production boards
➤ Oversaw development of the entire project and directed the animation team of 50 student animators and SFX/VFX artists to produce a three minute animated short

Education: Colorado State University (2007) & Academy of Art University (2013)

Software Proficiency
Unreal 5.1 (focus on sequencer and blueprints), Python, Maya, Jira/Jaas, Perforce, Adobe: Creative Suite, Toon Boom Storyboard Pro, BBCode, Donacode, Telltale Engine