



Noelle Brandmier

2D Artist and Animator

Contact

 noellebrandmier.com

 noelle.brandmier@gmail.com

 Rochester, NY

Skills

Spine

Adobe Photoshop

Adobe Animate

Unity

Source Control (Plastic, GitHub)

Task Management (Jira, Notion)

Character Design & Animation

Effect Animation

Background Animation

Motion Design

Illustration

UI Art & Animation

Live Ops

Education

Rochester Institute of Technology

2006-2010

BFA in Film & Animation

Minor in Literary & Cultural Studies

2010-2011

MST in Art Education

Interests

Video Games

Board Games

Reading

Sewing

Baking & Cooking

Gardening & Plants

Travel

Hiking

*References Available
Upon Request*

Experience

Lumi Interactive, Melbourne, AU

2D Artist and Animator for "Kinder World" on iOS, Android

February 2023 - December 2024

- Created art and animations for characters, UI, environments and effects.
- Used source control to autonomously work on a variety of UI features and art implementation in Unity, including popups, shop bundles, announcements, decorative items, randomized event animations and animated scenes.
- Worked with studio leadership and project management to create assets based on player feedback and data driven development.
- Successfully met development milestones and release deadlines through effective management of tasks and delivery coordination.
- Coordinated with teammates in both America and Australia to implement features and hit deadlines despite a 14 hour time difference.

Honey B Games, Chino Hills, CA

2D Animator for "Focus Friend" by Hank Green

May 2024 - September 2024

- Rigged, animated and created skins for the Focus Friend avatar.

Thirteen Games, Chicago, IL

Lead Animator for "Nova Island" on iOS, Android

August 2020 - January 2023

- Rigged and created animation suites for over 70 characters.
- Developed a cosmetics system and implemented over 1,000 character skins (including recolors, accessories, skin specific rig tweaks and unique animations)
- Collaborated with the team to improve and expand game design, world building, narrative, art, and new content releases.
- Created an avatar rig for our community manager.
- Contributed animated gifs, art and a trailer for marketing materials.
- Trained team members on animation principles, how to set up art files for animation, and how to use Spine.

Workinman Interactive, Rochester, NY

Senior Designer

September 2011 - March 2021

- Created art and animation for countless successfully shipped web games, mobile games and connected toys.
- Communicated and problem-solved with small teams of 2-10 people.
- Contributed to and assembled RFPs and GDDs for clients.
- Interacted with clients daily for deliveries, feedback, and brainstorming.
- Clients included Nickelodeon, Nick Jr., Disney Channel, Disney Jr., Addicting Games, Little Tikes, Fisher-Price, Sesame Street, Atari and The National Strong Museum of Play.
- Organized and led the studio's yearly participation in Extra Life, a 24-hour gaming marathon which raises funds for the Children's Miracle Network.

Projects

Bee Garden

Present

Art, game design and story for a rogue-like game where you play as a bee collecting pollen and running errands in a garden.

Wine & Game Pairing

Winter 2018 - Spring 2020

A personal project involving writing, photography and social media that paired wines with video and board games through review and reflection.