

BRIAN VOWLES  
3D Animator / Generalist  
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A 3D Artist with over twenty years of production experience. Since 2002, I have delivered high-quality work across TV, film, and web projects. While my core expertise lies in animation, I bring a comprehensive understanding of the pipeline through my professional work in layout, modelling, and rigging.

## Work History

<b>Pipeline Studios</b> - September 2021 - January 2026	
Dora and Friends	Layout
Saving Bikini Bottom: The Sandy Cheeks Movie	Layout / Modelling, Shot Finaling
Pitch Development	Animator / Generalist
<b>Rocket Science VFX</b> - January 2021 - September 2021	
The Expanse - Season 6	Animator /
<b>Nelvana</b> - January 2020 - January 2021	Layout
<b>Pipeline Studios</b> - September 2018 – October 2019	Animator / Generalist
Pitch Development	
<b>Freelance</b> - December 2017 - September 2018	Animator / Generalist
<b>Mr X</b> - March 2017- December 2017	Animator
<b>Jam Filled</b> - November 2016 - March 2017	Animation Revisionist
<b>The Foundry</b> - August 2015 – November 2016	QA Engineer
Worked on the MODO team, testing out new 3D tools.	
Created training videos for internal use and for the public.	
Created 3D content to ship with new releases.	
Filed bugs and wrote test cases.	
<b>Pipeline Studios</b> - Fall 2008 – July 2015	
Bubble Guppies - Nickelodeon	Modelling and Rigging
The New Adventures of Babar	Animation
The Backyardigans - Nickelodeon	Layout
<b>Guru Studios</b> – Spring 2007 – Summer 2008	Animation
<b>Soho VFX</b> – Spring 2006 – Spring 2007	Animation
<b>Nelvana Limited</b> – Summer 2005 -Spring 2006	Layout / Lip-Sync
<b>C.O.R.E Digital Pictures</b> - Spring 2004 – Spring 2005	Animation
<b>Catapult Productions</b> – Fall 2002 – Spring 2004	Animation

## Freelance

**Mekwâc** – “Now is Good” - CG animals for live action video installation project.

**NFB** - "This is not a Ceremony" - Buffalo animations for VR Short film project.

**Maze Theory**: Dr Who : Edge of Time - Dr Who Hologram animations for VR game.

**D-Brand** - Various promotional animations for their YouTube channel.

**The Second City**: I Martin Short goes Home - TV movie.

**Love Songs for an Android** – BravoFact short film.

**BiteTV**: City Commando, TV Series.

**Spring: Short Film** - CG/Live Action CODE Live 2010 Olympic Games

## Education

**Unreal Rigging Fellowship - October 2025** - This Fellowship was a one week crash course with the developers at Epic Games. The class covered all aspects of Control Rig and an introduction to the modular rigging system.

**Unreal Animation Fellowship - September 2023** - I was accepted to the Unreal Fellowship hosted by Epic Games. It was a full time, three week class, covering animation in Unreal. We had three weeks to produce a 15 second clip, doing all of the animation in Unreal.

**Seneca College, 2002**: Digital Media Center: Maya

**Seneca College, 1997**: Digital Media Center: Softimage 3D

## Teaching

**Introduction to Animation in Modo** - Created a twelve part training series for The Foundry. The series covered the “12 Principles of Animation” and a video was released every week for twelve weeks. The videos are still being used on The Foundry website. [Link](#)

**UOIT – University of Ontario** - Winter Semester 2007. I taught an “Introduction to Maya” class within the Gaming Program. I was asked to develop a 12 week curriculum for the class. Classes included basic modelling, rigging, animation lighting, rendering and final editing.

## Software

Maya, Modo, Photoshop, Premiere, After Effects

Some proficiency with Nuke, Fusion, Resolve, and Marmoset.

Currently learning how to animate and build Control Rigs in Unreal Engine.