BRIELLE HANSEN
Environment Artist

CONTACT

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www.artofbrielle.com

EDUCATION

Brigham Young University

BFA Animation

2020-2024

SOFTWARE

Houdini

Maya + Arnold

Unreal Engine

ZBrush

Nuke

Substance Painter + Designer

Speed Tree

Solaris/ openUSD

Renderman

Katana

Karma

Blender

Material X

Linux + Windows

Photoshop + After Effects

SKILLS & COURSEWORK

- Reference Observation and implementation
- Set optimization
- Art-directable proceduralism
- Comprehensive understanding of full Pipeline
- Team collaboration and communication
- Continual learning and software flexibility

SUMMARY

CG Artist specializing in complex world building and shading. Proficient in following stylized and photoreal art direction, problem solving, and large scene optimization.

RELEVANT EXPERIENCE

ENVIRONMENT SUPERVISOR - STUDENT FILM
BYU Center for Animation | SEPT 2022 – JUNE 2024
- Set & asset optimization for later pipeline teams utilizing USD and instancing principles leading to 70% faster sets overall
- Art directed hero set building and shot-work for style and silhouette
- Shotgrid project configuration and management as Film Producer
- Presented for SideFX at SIGGRAPH 2024 on use of Houdini for project

ADVANCED ENVIRONMENT CREATION
Invitation only special study course | 5 Semesters
- To- scale world building in Houdini (*Renderman, Karma*) managing high density meshes, procedural assets, volumetrics, and foliage instancing
- Full pipeline asset work including ZBrush, Maya, and Houdini
- Procedural shading network creation & hand painted hero assets
- Experience with long-term dedicated project iteration and feedback

TEACHING + RESEARCH ASSISTANT
BYU Computer Science Department | AUG 2022 – Present
- Taught incoming students CG and design fundamentals
- Defined priorities for time-expensive projects to enable artist's success
- Solved a multitude of Model, UV, Texture, and Render issues
- Wrote documentation for student developed tools

STORYBOARD ARTIST/ ANIMATOR
BYU Center for Teaching & Learning | AUG 2021 – AUG 2022
- Actualized client feedback and managed multiple client projects at once
- Animated rigged characters and motion graphics prioritizing speed and clarity