



PROFILE

Brian's work in visual effects and animation dates back to the earliest episodes of "The X-Files", where he introduced the use of digital effects to the show. Within a short period, he became Vancouver's most sought after effects artist, operating the first Inferno compositing system in the city.

His professionalism and calm demeanor with clients and artists made him a perfect candidate to manage large effects teams, and after joining Rainmaker in 1998, he stepped away from hands on design and managed the division through a stellar period of growth, to a team of more than 150. In that time, Brian leveraged his division's abilities and reputation to help Rainmaker break into high level feature film effects.

Brian has combined his unique skill set of artistic prowess, technical ability, excellent communication skills and solid management to become a valuable asset across many disciplines.

At Rainmaker, he oversaw Vancouver's largest effects team, and produced and approved bids for effects projects in the millions of dollars.

He worked hands on with supervisors and technical directors to establish the most efficient approach to effects while constantly maintaining the high level of quality that Rainmaker Visual Effects had achieved under his direction.

He consistently directed teams to deliver excellent effects work even when limited budgets and schedules made it difficult. He managed relationships with directors, studio executives and agency personnel, winning them over and ultimately making projects run more smoothly, with nothing less than a very happy client after each one.

In 2009 Brian started his own design firm, ThinkUp Communications. He counts organizations like BC Hydro, Port Metro Vancouver, Best Buy and Scott Construction among his clients.

Brian's combination of skills brings a high level of both quality and reliability to every project, for every client.

SELECTED CREDITS

The XFiles	vfx supervisor	3000 Miles to Graceland	artist/tech director
Helen	vfx supervisor	Antitrust	tech director
Night at the Museum	vfx prod mngr	Andromeda	cg supervisor
Blades of Glory	vfx prod mngr	The Collector	tech director
The DaVinci Code	vfx prod mngr	The L Word	tech director
Vantage Point	vfx prod mngr	Dead Like Me	artist/tech supervisor
Case 39	vfx prod mngr	Smallville	artist/tech supervisor
Snow Buddies	vfx prod mngr	Dark Angel	artist/tech director
1408	vfx prod mngr	Kingdom Hospital	artist/tech director
I Robot	vfx prod mngr	Little House on the Prairie	tech director
Firewall	artist/vfx prod mngr	Need for Speed: Carbon	prod mngr
She's the Man	artist/vfx prod mngr	Nintendo	artist/vfx supervisor
Garfield: A Tail of Two Kitties	vfx prod mngr	Need for Speed	prod mngr
Man About Town	vfx prod mngr	Amped 3	prod mngr
Garfield	vfx prod mngr	MTS talking Bisons	artist/vfx supervisor
Elektra	vfx prod mngr	Canadian Tire	artist/prod mngr
Stargate SG-1	artist/vfx prod mngr	Advantix	prod mngr
Stargate Atlantis	artist/vfx prod mngr	The Outer Limits	artist/designer
Outer Limits	artist/vfx production mgr	First Wave	artist/designer
Good Boy	vfx prod mngr	Spawn	artist