

Brandon V. Fletcher

Senior Animator & Director

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📍 Brooklyn, NY

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PROFILE

A seasoned animator and director with 17 years of breathing life into stories across various mediums. Trained in traditional 2D animation then eventually expanding into 3D animation, film and video, and most recently interactive and games.

SOFTWARE

Autodesk Maya 

Adobe After Effects 

Adobe Animate 

Adobe Character Animator 

Toon Boom Harmony 

Esoteric Spine 

Adobe Premiere 

Adobe Lightroom 

Adobe Photoshop 

DZED Systems Dragonframe 

AWARDS

Best Kids-Only Streaming Service, Noggin,
Kidscreen

2024

Outstanding Interactive Media Nomination,
Noggin, Children's & Family Emmys 

December 2023

Led the animation team on the Emmy-nominated Noggin interactive series *Snacks with Spats*.

PROFESSIONAL EXPERIENCE

Noggin

Senior Animator

2022 – 2024 | New York, NY

- Directed storyboards, animatics, and animation for interactive and linear series internally and with vendors.
- Managed a team of animators and ensured deadlines were met
- Collaborated with the art director and design team on look development.
- Collaborated with the CG team for lighting, texturing, and rendering.
- Oversaw and advised on live action and photography shoots.
- Brainstormed with game developers on game mechanics and animation processes.
- Collaborated with game developers on prototypes.
- Troubleshoot with game developers to improve game mechanics that needed refinement.
- Observed research playtesting for interactive projects.
- Collaborated with the learning and research team to ensure the playtesting results and learning goals were being implemented.
- Led game testing with stakeholders.
- Advised stakeholders on animation processes to adapt to budgets.
- Trained animators on animation processes.

Interactive Animator

2019 – 2022 | New York, NY

- Created 3D and 2D animation for game interactions and cinematics.
- Created animation states for game assets.
- Composited cinematics.
- Created 2D After Effects rigs.
- Exported assets for game developers.
- Prototyped new pipeline and animation processes.

Late Night Cartoons, Hand Drawn & Performance Animator

2017 – 2020 | New York, NY

- Created 2D hand drawn animation.
- Created 2D puppet animation in Adobe Character Animator.

Titmouse Animation Studio, Animator & Composer 

2014 – 2017 | New York, NY

- Created 2D animation.
- Composited 2D animation and 2D animation with live action.

EDUCATION

School of Visual Arts, Animation

2006 – 2008 | New York, NY

Miami Dade College, Associate of Arts

1999 – 2001 | Miami, FL