



BRANDON D. HILL

DIRECTOR.
ANIMATOR.
STORYTELLER.

Being able to tell stories through visuals is the one thing I will never take for granted. I would love to help you tell your stories.

EDUCATION & EXPERIENCE

Aug, 2020 – Present | Expected Graduation May, 2024

CHAPMAN UNIVERSITY, DODGE COLLEGE OF FILM AND MEDIA ARTS

Film Production BFA, Directing Emphasis
Game Development Programming Minor

- Collaborated with fellow students nearly every weekend on film sets as Director, 1st AD, Director of Photography, 1st AC, Script Supervisor, etc.
- Learned from animation and game industry professionals. Networked and befriended fellow programmers, game designers, and storytellers in the Panther Games club.
- Learned the ins and outs of small-scale Virtual Production by filming exercises on Chapman's LED Wall running on Unreal Engine. Designed environments for Unreal Engine to run in real-time on the LED wall.
- [Dodge College makes waves with Virtual Production](#)

Jun, 2022 – Dec 2023

WONDERLAND SOUND & VISION

Internship for Director McG

- Worked on the set of the Netflix feature film Uglies starring Joey King as the on-site director's assistant.
- Worked in post-production as a fill-in Post PA during the editing of Uglies and Family Switch (2023), for which I also assisted in sound mixing and coloring sessions for a test screening with Jennifer Garner.
- Edited a sizzle reel for McG to convince Chris Pratt to star in an unannounced feature film at Netflix.

Jun, 2022 – Aug 2022

GNOMON SCHOOL OF VISUAL EFFECTS, GAMES, & ANIMATION

Cinematic Shot Production in Unreal Engine 5

- 8-Week Summer Course instructed by Brett Shields, Senior Technical Artist at The Third Floor, the industry standard for previsualization.
- Learned advanced rendering and lighting techniques.

CONTACT



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CREATIVE PROJECTS

May, 2023 – Feb 2024

BOTTOM-FEEDER

Live-Action Short Film – Writer, Director

- Directed this thriller short as my senior thesis film at Chapman. Collaborated with students and professionals alike on emotional beats, a one fight, and a car chase while keeping everyone safe.
- Completed previsualization for the film in Unreal Engine 5 in order to communicate with crew and gain insurance approvals.
- Collaborated with Matt Yocum on the Sound Design, who recently won the Emmy for his work on HBO's The Last of Us.

Mar, 2022 – Present

PROJECT VESPERI

Video Game – Director, Cinematic Designer, Animator

- Directed 83-pages of performance capture in six days with a cast of four actors and only one motion capture suit.
- Co-founded [Last Praetorian Interactive LLC](#) with my creative partner, Trevor J. Gore, in order to launch the game on Steam.
- Formed company partnerships with Perforce, Movella, and Intel.
- Led our team of four developers and served as an animator, cinematic designer, lighting artist, and a programmer.

October 2023

MORENDO

Live-Action Short Film – Director

- Directed this emotional short film with a cast and crew of 30 people in three days of filming. Rehearsed with my composer and actors to have them learn the original piano composition.
- Selected in the Academy-Award Qualifying LA Shorts International Film Festival. Premiered in LA.

February 2022

ON ANOTHER NOTE

Live-Action Short Film – Writer, Director, Editor

- Wrote, directed, and edited this narrative short film.
- Collaborated with a cast and crew of 20 people to bring this story to life. Fostered a close relationship with the lead actors.
- Currently has over 650,000 views on YouTube.

January 2021

K.I.T.

Animated Short Film – Director, Animator, Editor

- Animated this short film entirely in Unreal Engine 4 in just under a month as a challenge to learn the engine and tell a good story.
- Selected in the Academy-Award Qualifying Shorts Festival & Asia in the Realtime Animation Category. Premiered in Tokyo.
- Won Best Animated Short Film at the Reale Film Festival. Won Best Young Filmmaker at the Independent Short Awards.
- Currently has over 350,000 views on YouTube.