

brian drucker

614 17th st. brooklyn, ny
h. 718.853.3943 c. 917.676.9703
www.briandrucker.com
email: brian@briandrucker.com

art direction/design

freestyle collective

new york ny
Art Directing broadcast design from Nickelodeon,
FUEL TV, Office Depot, Sci Fi.
Art Director
3/08-present

freelance design
new york ny
Worked on various projects for the following
companies: **Rhinofx, Charlex, Imagination, The Ebel-
ing Group, Loyal Kaspar, Trollback, Psyop, and Blind.**
Modelled and textured environments, lit and composited
shots for commercial, art directed and animated spots and
conceptualized for animated titles.
4/05-5/06 12/06-3/08

the rockwell group

new york ny
Art Direction and set design for theater productions.
Designer
5/06-11/06

batwin and robin productions

new york ny
Art directed and executed multiple projects from
storyboard to completion. Projects ranging from
exhibit design, museum film production, to projection
design in theater.
Art Director
6/02-4/05

ensemble studios

new york ny
Age of Mythology
Designed, constructed, textured environments
for cinematic of video game.
Art Director
Technical Director
8/01-11/01

nickelodeon films

burbank ca
Mighty Mouse
Production of 3D feature film. Designed
production pipeline. Designed look of film.
Production Designer
Technical Supervisor
7/00-2/01

bonk films

hollywood ca
Los Gringos
Co-creator of computer generated short film.
Designed, modelled, textured environments.
Lit and composited scenes.
Production Designer
Technical Director
6/99 - 11/99

dArc films

hollywood ca
Unrealized Konstructions
350th anniversary of Moscow film festival.
Designed, modelled, lit film.
Co-Director
8/97 - 10/97

computer graphics

digital domain

venice ca
Motorola commercial
Lit and textured 3d character within
live-action scenes.
Technical Director
1/00-3/00

curious pictures

new york ny
A Little Curious
HBO animated television show.
Modelled, textured environments and lit scenes.
Technical Director
8/98 - 5/99

dreamworks

glendale ca
Shrek
Modelled, textured, lit environments for 35 second cg test.
Technical Director
1/97 - 5/97

cinesite

hollywood ca
Space Jam
Modelled, lit basketball stadium.
Animated space ships within various scenes.
Technical Director
5/96 - 12/97

set design/architecture/teaching

school of visual arts

new york ny

Taught class in Maya to third year undergraduate students.

Instructor

1/99 - 5/99

tribal scenery

hollywood ca

Intel commercial

rhythm and hues production

Set Designer

2/96 - 3/96

hbo productions

santa monica ca

Norma and Marilyn

Set Designer

9/95 - 11/95

satellite films

hollywood ca

Scream

Michael Jackson music video

Set Designer

4/95

coop himmelblau architects

culver city ca

Constructed models for groningen museum.

Intern Architect

4/95 - 5/95

frank o gehry architect

santa monica ca

constructed models for disney opera house
and bilbao guggenheim museum

Intern Architect

9/94 - 2/95

education

georgia institute of technology atlanta ga

Master of Architecture

8/91 - 5/93

washington university in st.louis st.louis mo

Master of Construction Management in Civil Engineering

8/90 - 5/91

Bachelor of Arts in Architecture

8/86 - 5/90