



BRIAN L. GROWE

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ARTIST

PROFILE

Accomplished sketch and animation artist with large-studio experience and familiarity with overall animation pipeline. Proven ability to complete projects under tight deadlines while incorporating feedback. Talent for creating prop and character variations that align with specific styles and standards. Strong staging and composition skills.

SKILLS

Animation | Prop Design | Digital Art | Sketch Art | Pencil & Ink Drawing | Storyboards | Draftsmanship
Training | Time Management | Organization | Process Improvement | System Documentation

TECHNICAL SKILLS

Adobe Photoshop | Adobe Illustrator | Adobe Flash | Adobe Premiere | Adobe After Effects
Adobe Final Cut Pro | Maya | Pro Presenter | Microsoft Office

EXPERIENCE

Character Sketch Artist

2006 - 2020

[Disney California Adventure](#)

Hand sketched highly-coveted customized character art while adhering to company standards and incorporating customer preferences. Built large bank of stock sketches for quicker customer purchase. Maintained portfolio of approved poses, including ensuring items were properly labeled for sale. Assisted in hiring and training new artists.

- Designed over 100 new character poses that were added to company-wide sales portfolio, increasing customization options for customers.
- Developed artist tip sheets for distribution at both Disneyland California and Disney World Resort in Florida.
- Created color reference binder for 100+ characters, ensuring artwork consistency and quick turn-around.
- Received Disney Legacy Award for exceptional service and above-and-beyond contributions.

Model Designer

2014 - 2015

[Six Point 2](#)

Produced final prop and character designs from storyboards. Sketched characters from new points of view. Completed drawings for special effects.

Model Design / Clean Up Artist

2006 - 2007

[JMP Creative](#)

Designed marketing artwork with well-known characters in new and original environments. Drafted ink drawings and short scenes and revised rough sketches produced by junior artists.

Production Intern

2003 - 2004

[Nickelodeon Television Animation Studios](#)

Processed storyboards and prepped materials for episode pitches. Completed storyboard markups and tracked progress requests for needed prop, backgrounds, and character drawings.

EDUCATION

B.A., Fine Arts – Animation & Illustration, Dean's List

[California State University - Fullerton, CA](#)

International Coursework in Art History & Figure Drawing

[Riverside Community College - Italy, France, England](#)