

Brian Watts

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Voice-Acting & Professional Writing backstory.

My name is Brian Watts, I am 20 years old about to turn 21 on July of this year and I currently attend college for criminal justice. I began my journey as both a writer and voice actor almost completely at separate times. I firstly began a writing experience that lasted me three years back in the fall of 2010 when I was a sophomore attending Rockbridge County highschool. Simply stating I had no real ambitions of becoming a writer at all, in fact I only wrote in my English class because I was mainly bored to death, you could have thrown stones at me and I would have had more fun. That being said I started writing my short novel "The Day of Wakening" which at first I used to describe my emotions all through high-school, but yet it later became something more. I soon became engulfed by my works in the same principle as an addiction or ultimate high, writing became my drug and my abuse was constant. I wrote about the situations that were occurring in the world at the time, the rise in political and military tensions between the Russian Federation, China, North Korea & the allied countries.

I left to give the novel a one year hiatus not knowing exactly what I wanted to do with my life, I had a new girlfriend and more and at that point I decided to continue writing but the main reason was because of a nasty breakup in which I felt useless so I turned to my drug of choice, literature and began creating my own version of art. It was around the fall of 2012 when I started writing the novel again, it was unfortunate because me and my girlfriend had broken up either this year or last so some of my inspiration was gone but at this point I had enough to continue onwards and so I did. Fall 2012, I played my senior year of high-school football and amazed everyone when I started receiving letters of publication requests from companies such as Dorrance and Freelance publishing agencies. Unaware these companies were vanity publishers that needed money for insurance purposes. At this point in the novel I had written well over 170 pages closing in on 200. However, this was also the year in which tragedy struck the family and a new obstacle stood in my way.

In the earlier portion of 2012, my great grandmother Emma had passed away at the age of 91. She was an inspiration to my entire family, she was also a writer which spoke wonders to me, that is partially why I decided to continue in both her honor and memory. It wasn't until August of 2012 when my work and life nearly changed completely, in August after my first football scrimmage as I returned home I was given the unbelievable and horrifying news that my aunt had been killed, hit by a speeding motorist on the way to deliver a pizza; she had apparently pushed her grandson out of the way as the vehicle was quickly approaching and took a heroes death. This struck a cold nerve with me as I did not know if I should even continue writing

anymore considering the loss of a loved one is almost too much to bare. I managed to pull through it all and finish “The Day of Wakening “in the spring of 2013.

Although nothing had ever come to my works I still feel satisfaction in the knowledge I set out to do something others said I could never do, so I proved them wrong and proved myself to have pride.

College Education & Work History

WORK HISTORY:

2014: Lowe’s Home Improvement; Lexington VA, 24450: 1255 N Lee Hwy

Date of Employment: July 2015 – September 2015 (I left due to full time college and work hours)

I was in charge of stocking and unloading of important items as well as assisting customers in the store and being a good representative of the company.

Currently I am attending Dabney S. Lancaster Community College studying in Investigations of criminal procedures and criminal law, I will be receiving my degree this fall. I am again 20 years old, and I have voiced in well over 20+ video games and about 4+ mods.

In my earlier times while starting or attending college I worked for Lowe’s Home Services where I was an unloader and stocker for a matter of a couple of months. I left that job when my college started back up and would not work around my work schedule, well vice versa.

I had plans to attend E3 of 2016 this year for Onyx Studios, I had even received the industry passes, however a situation arose that made me unable to attend. My studio still did which they had a blast at but I was home with family.

In the year 2015, I began working with a team of dedicated game developers on a game called “Dinosaur Battlegrounds “ the game itself spotlights roaming around the Mesozoic world as well, a dinosaur. Hells Creek formation was the area this particular game was set in, and

working with professionals in the industry such as Frank Denota my boss & CEO of Evolving Arts Studio which created Dinosaur Battlegrounds was a very enjoyable and sometimes stressful experience. Frank Denota is a veteran CGI developer for Blue Sky Studios (20th Century Fox) and helped create the characters off ICE AGE; Sid, Manny & Scrap. Apart from that he is an award winning paleo artists and illustrator of several national geographic and dinosaur infatuated books and novels. In January of 2015, I was hired as a script developer, eBook author and researcher and written scenario developer for Evolving Arts Studio. I finished my work with EAS in around the summer of 2015, and right now am currently on hiatus until more work is dispatched to me. That same spring, I had spoken to one of my professors named Professor. Smith who was also an U.S Army major before retiring to join the educational field, he showed tremendous support with not only my writing but later on my voice acting as well. Mr. Smith was a TV & radio spokesman for many years and worked with individuals in both radio and the film industry.

In the fall of 2015 I began small simple tests in regards to voice acting and impressions, it mostly occurred from continuously singing until my lungs and ears couldn't take anymore. I began working with voice acting, being fool hardly individual I was I used a Turtle Beach PX22 for voice acting which I found out the hard way, terrible idea. I later upgraded to a Blue Yeti with a pop filter and began voice impressions for TeamInfinite, after being told I sounded like Vegeta & Cell off DragonBallZ.

Later I began doing freelance voice acting and became better and better, I voiced for games such as Sophie's Curse – A game which Markiplier had played in. Games such as Mech Wars, Bottle, Disoriented (Voiced all characters), Pulang: Insanity, Blades of War as well as my new venture working with Onyx Studios INC. on their game “ Tribal Instincts: Origins “ which our team will be attending E3 2016 in Los Angeles, California this year.

Overall I am relatively new to the voice acting/voice talent world but I am more than happy to lend my services out there provided I receive compensation for my work.

I am a guaranteed worker, I will finish the job despite the difficulties and I can be stubborn when it comes to voice acting in regards to if I don't like the way I sound I usually demand a remake, I try and make everything sound near-perfect, since perfect is just a made up word to describe lies. I will never give only 100%, I will give 120% and go above and beyond the call.

You can contact me on any service below:

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Brian W.