

RAIN BRIGHT

West Hollywood, CA • rainbright2@gmail.com

Voice Actor

Character-driven voice actor specializing in animation, comedy, character voices, and expressive performance. Experienced in lead character roles, live announcing, hosting, and mascot performance, with ongoing training at The Groundlings, Upright Citizens Brigade, and BANG ZOOM! Studios. Lead voice of *Trials of Euphoria* since 2021. As a BFA trained animator and character designer, I bring a unique understanding of character motivation, physicality, visual storytelling, and animation, allowing me to approach every performance from both the actor's and creator's perspective.

WORK EXPERIENCE

Trials of Euphoria — Student Mini-Series Lead Character Voice Actor

01/2021 – Present
YouTube

- Voice the lead character in a student-created mini-series, performing recurring dialogue throughout an ongoing narrative.
- Develop and maintain a distinct vocal identity, personality, and emotional range for the character.
- Collaborate with fellow student creators to interpret scripts and shape character performance.
- Apply a background in character design and animation to inform physicality, personality, and vocal choices.

YHP's Hackathon Announcer, Host & Mascot Voice Actor

01/2022 – 01/2022

- Served as the event announcer and host, delivering live introductions, transitions, and audience-facing material.
- Performed as the event mascot, developing and maintaining an energetic character voice throughout the event.
- Adapted scripted material to a live environment while engaging directly with an audience.

EDUCATION

Bachelor of Fine Arts (BFA) in Animation/Illustration

San Jose State University

San Jose, CA • 01/2025

SKILLS

CORE PERFORMANCE SKILLS: Animation Voice Acting, Announcing & Hosting, Character Acting, Character Development, Character Voices, Collaborative Performance, Comedy, Emotional Performance, Improvisation, Script Interpretation, Vocal Characterization, Voice Over

ADDITIONAL CREATIVE SKILLS: 3D Character Modeling, Adobe Creative Suite, Animation Pipelines, Character Design, Character Turnarounds, Concept Art, Digital Sculpting, Expression Sheets, Maya, Production Management, Substance Painter, Team Leadership, Visual Development, Visual Storytelling, ZBrush