

# Brandon Smith

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## Objective

### Character and Environment Artist

Seeking entry-level employment in the creation of 3D characters and environmental assets for games. This ranges from the concept to final stages of development.

## Education

### Bachelors of Science at the Art Institute of Philadelphia (June 2017)

- ▶ GPA of 3.4.
- ▶ Accumulated 9 Best of Quarter Awards throughout enrollment.
- ▶ Took part in running a hands-on workshop for potential students.

## Experience

### Game Design Tutor

Education Management Corporation under AIPH (1622 Chestnut St, Philadelphia, PA 19103)

Designated game design tutor for the Art Institute of Philadelphia assisting students with 3D modeling, texturing, rigging, skinning, and animating with the aim to import work into Unity, using C# scripting.

### Environment Artist

Group Internship

Created concept drawings and 3D assets for a level in a group internship project.

### Project Manager; Character and Environment Artist

Team Production Class (Art Institute of Philadelphia)

Managed the group using Trello and scheduled weekly milestones. Also created a 3D character from concept to completion as well as environmental assets and textures.

## Skills

- ▶ **Knowledgeable in programs such as:**
  - Autodesk 3DS Max
  - Adobe Photoshop
  - Unity
  - xNormal
- ▶ **While learning or having beginner experience in programs such as:**
  - Autodesk Maya
  - Unreal Engine 4
  - Pixelogic ZBrushCore
  - Quixel Suite