

Bryan Shannon

Environment Artist

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Austin, TX 78757
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www.ArtStation.com/Gula

Team oriented environment artist with a realistic or stylized approach. Engaged in direction, work-positive. Two full-cycle AAA productions. High-to-low bakes, kitbash, trim sheets, hand painted or procedural.

Software

Professional: Substance Painter & Designer, Quixel Suite, Photoshop, Maya, Modo, CryEngine, Unreal Engine 4, Marmoset Toolbag, Perforce, Jira, Adobe Premiere, XNormal

Understanding: ZBrush, Blender, Game Design, VFX & Particle Systems

Basic: Unity, Hexels, Quixel Mixer, Knald, Adobe Illustrator

Professional Experience

Arkane Studios / Environment Artist - Prey

March 2016 - March 2018

- ❖ Created FPS game-ready assets by modeling, texturing, and baking.
- ❖ Utilized Maya, Photoshop, and the Quixel & Substance packages for a stylized PBR workflow.
- ❖ Worked without concept, from reference, or directly with designers on kitbash. Integrated custom assets to levels, some set dressing.
- ❖ Assisted on various VFX tasks throughout environments, usually material effects.
- ❖ Optimization efforts towards game performance while being conscientious of time management.

Patreon / 3D Artist - Content Mod (Cities: Skylines, Steam Workshop)

March 2015 - March 2016

Maxis (Electronic Arts) / Assistant 3D Artist - Simcity

Intern 2012; Full-Time June 2013 - November 2014

Education

Ringling College of Art & Design BFA. Game Art, May 2013

August 2009 - May 2013

Publications

Panelist Speaker at PAX Prime 2015 - "Modding 101: Cities Skylines"

Modding content, building assets for Cities: Skylines

- ❖ Articles published on The New Yorker [\[1\]](#), Kotaku [\[2\]](#), Ars-Technica [\[3\]](#)

EA's Internship Scholarship Recipient 2012 while at Maxis

Juror Selected "Best of Ringling 2012 and 2011" for Real-time Environments