



San Antonio, TX
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[LinkedIn](#)
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Software

Experienced:

Maya, Substance Designer, Substance Painter, Unreal Engine 4, Unity, ZBrush, Marmoset Toolbag 3, Photoshop, Illustrator, Blender

Knowledgeable:

V-Ray, SpeedTree, Marvelous Designer, World Machine, Shotgun, Houdini, Python

Education

- **BFA Studio Art - 2015**
Concentration in Sculpture
Marshall University
- **Post-Baccalaureate Study - 2016**
Studio Art
Kansas State University

Exhibitions, Awards, Publications

- PAX South Exhibitor
- Demonstrating Artist - NCECA Kansas City
- The Object Enthusiast - Thou Mayest (Kansas City, MO)
- Bricolage - Art Emergency (Manhattan, KS)
- Appalachian Studies Association Exhibition
- Touchstone Magazine
- Et Cetera Literary Magazine
-Featured for three consecutive years
- Juried Exhibition - Birke Art Gallery
- Winner of Juror's Choice
- Outstanding Student Award
- School of Media and Design, Marshall University

Brett Marshall Tucker

Personal Bio

Self-taught environment artist with a background in fine arts. Skilled in various mediums and tools with curiosity and willingness to learn more. Experienced in project ownership and look continuity. Thrives in a team environment with open conversation of ideas, critique and direction.

Professional Experience

Freelance Environment Artist

Nickelodeon Animation Studios | Remote **10/2018 - Current**
Untitled Development Project

- Creates models, materials and shaders for use in a game engine.
- Works directly with engineers and other artists to maintain visual consistency.
- Acts as a level designer to create layouts, lighting, post-processing and composition.

Visiting Instructor

University of the Incarnate Word | San Antonio, TX **08/2018 - Current**
Environment Art and Hard Surface Modeling

- Teaches students of all levels the industry standard techniques, tools and processes for the creation of environment art for games.
- Develops curriculum to promote awareness of and familiarity with these tools.
- Ensures students develop an eye for environment design through real-life study of scale, light, composition, tone and form.
- Software taught includes: Maya, Substance Painter and Designer, ZBrush, Unreal Engine 4, Unity, World Machine, Marvelous Designer, Photoshop, V-Ray

Designer

Sean Kenney Design, Inc. | New York, NY **07/2016 - 08/2018**
Lego Sculpture for International Exhibitions

- Created 3D models for use in the production of life-sized animal and human sculpture made from Lego bricks.
- Modeled and rigged animals, plants, hard surface objects and humans to be used in a proprietary Lego voxel engine.
- Installed, crated and repaired sculpture for international touring exhibits.

Environment Artist

Indie Development **03/2016 - Current**
3D and 2D Environment and Texture Work

- Soon Studios - Installation 01: A fan made Halo game for PC.
- TES Renewal - Skyblivion: A mod of TES: Oblivion for use in Skyrim's engine.
- Selene - Selene: The Hunt
- Boltcraft - Boltcade
- Bardic Wym - Feud
- Luminosity Mobile - Untitled Project