

# Bryan Shannon

## Environment Artist

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**Bryan Shannon**

Austin, TX 78757  
bryan@bryan3d.com

[www.ArtStation.com/Gula](http://www.ArtStation.com/Gula)

Team oriented environment artist with a realistic or stylized approach. Generalist involvement in the creative process, work-positive. Two full-cycle AAA productions. High-to-low bakes, kitbash, trim sheets. Gotta go fast.

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## Software

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

**Hobbyist:** Blender, Game Design, VFX & Particle Systems

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

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## Professional Experience

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**Rooster Teeth / 3D Camera and Layout Artist - gen:LOCK**

December 2018 - March 2019

- ❖ Constructed scenes from animatics and import raw mocap data.

**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

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## Education

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

August 2009 - May 2013

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## 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