

Brandon Smith

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Education

Art Institute of Philadelphia

Bachelors of Science in Game Art and Design (June 2017)

- GPA of 3.4.
 - 9 Best of Quarter Awards throughout 16 quarters of enrollment.
 - Graduated with an award for Best Portfolio.
 - Ran a hands-on workshop for potential students using Photoshop and Unity.
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Work Experience

Workinman Interactive (2017-2018)

Environment Artist and Technical Character Artist

- Internship became full-time position creating a majority of the 3D environment assets and character rigs.
- Learned Blender during my employment while instructing/assisting my boss and coworkers on how to 3D model and the use of armatures/rigs.

Education Management Corporation under AIPH (2016-2017)

3D Game Design Tutor

- Designated on-site tutor for my college.
- Assisted students in the 3D modeling, texturing, rigging, skinning, and animation of objects and characters in 3DS Max for use in Unity.
- Helped convey color theory and proper lighting techniques.

Team Production Class/Senior Project at AIPH (2017)

Project Manager; Character and Environment Artist

- Managed our senior group using Trello, Excel, and Dropbox.
 - Scheduled weekly milestones.
 - Created a character from concept to completion (including animations and implementation into Unity) as well as environmental set pieces.
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Software Proficiencies

3DS Max | ZBrushCore | Blender | Photoshop | xNormal | Unity | After Effects