

Brandon Smith

[Address and Phone Number Withheld]

BrandonSArt@Hotmail.com | BrandonSArt.com

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.
-

Work Experience

Freelance Work (2018-Present)

3D Character Art

- Working on commissions involving creating characters and porting characters/props to games.

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 as well as the usage of armatures and 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.
-

Software Proficiencies

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

Awards and Honors

Art Institute of Philadelphia

Outstanding Achievement (June 2017)

Art Institute of Philadelphia

Best Portfolio (June 2017)

Art Institute of Philadelphia

Best of Quarter Awards

- Summer 2014 Introduction to Game Development
 - Summer 2014 Interactive Storytelling
 - Winter 2014 Life Drawing

 - Fall 2015 Hard Surface and Organic Modeling
 - Fall 2015 Level Design
 - Winter 2015 Game Modeling

 - Fall 2016 Advanced Lighting and Texturing
 - Winter 2016 Character Modeling

 - Spring 2017 Sound Design for Games
-