

Brian Hall

Lead Environment Artist

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SKILLS & EXPERTISE

- Maya, ZBrush, Photoshop, Unity Engine, Substance Painter, Substance Designer, NDO and Quixel Suite, 3D Max, After Effects, Illustrator, Microsoft Word/Office Applications.
- Modeling/Sculpting Organic & Hard Surfaces in both Low and High Poly.
- Rigging, Skinning and Animation.
- Ability to adapt to any Texturing Style; Hand Painted, Photo real or hybrid.
- Able to create both Stylized and Realistic Texture Maps from Scratch or Using Photo Sampling.
- Knowledge of lighting tools within Maya and Unity to achieve dramatic lighting for scenes.

SHIPPED TITLES

- *Fer.AI* (PC)
- *Animal Jam Play Wild* (Mobile)
- *Jackpot Jewels* (Casino)
- *Disney Infinify* (PS3, Xbox360, Wii, PC)
- *Dancing with the Stars: Keep Dancing* (Online Social Game)
- *Deadliest Warrior: Legends* (XBLA, PSN)
- *Deadliest Warrior: The Game* (XBLA, PSN)
- *U Draw* (Wii)
- *Charm Girls Club* (Wii)
- *GeoStorm* (PC)
- *Night at The Museum* (PC, Wii, Xbox360)
- *Crank Adventure game* (PC)
- *Candystand Snowboarding* (PC)
- *Candystand Rallyblitz* (PC)
- *Candystand RC Rally* (PC)
- *Gaia-Online Pinball* (PC)
- *Jetstream* (PC)
- *Swypeout Battleracing* (PC)
- *McDonald's Fairies and Dragons Happy Meal Game* (Mini Game Series)
- *Spinz* (Kids Trick Pens Game)
- *Microsoft Tinker* (PC)

PROFESSIONAL EXPERIENCE

WildWorks | Salt Lake City, UT, USA

January 2017 –Present

Lead Environment Artist (3D Artist)

- I am currently the Lead Environment Artist on our new title releasing in 2019: Fer.ai. I work closely with the Concept/Feature Lead to realize the Cities and Interiors for the game. I oversee all the 3D assets that go into these environments and manage various team members that contribute to these levels. Environments range from intimate interiors to a mix of exteriors with expansive terrains.
- In 2020 I spearheaded a workflow change for the Accessory/Sanctuary Team introducing new tools to use in Fer.ai that helped speed up production time by 45% per asset.
- In 2019 I lead a small team of 10 people in the internal "WildWorks Innovation Day" taking first place for an internal prototype.
- I was put in charge of all the interiors (Dens/Parties) and Pack Hideouts for Animal Jam: Play Wild at the start of 2017. I still manage this title as well as work closely with external vendors, overseeing assets for those same areas for our monthly content drops.

WildWorks | Salt Lake City, UT, USA

August 2015 – December 2016

Senior Environment Artist (3D Artist)

- Responsible for Dens, Parties, Secret Areas, and other levels within the game Animal Jam Play Wild.
- Responsibilities include modeling, texturing and lighting. Also responsible for setting up levels within the game editor.
- Responsible for coordinating with Outsourcers on Play Wild level feedback and implementation.
- Responsible for Exterior and Interior City levels for the unannounced title.

Neumont University | Salt Lake City, UT, USA

July 2016 –August 2019

Adjunct Professor (Animation and 3D Modeling Instructor)

University of Las Vegas, Nevada | Las Vegas, NV, USA **January 2015 – May 2016**
Adjunct Professor (Animation and 3D Modeling Instructor)

Game Cuisine Games | Las Vegas, NV, USA **March 2014 - Present**
Owner/Artist

- Freelance and Personal Game Development Projects

IGT | International Game Technologies, Las Vegas, NV, USA **May 2013 – July 2015**
Senior 3D Artist (3D Artist III)

- Recently completed one of three bonus levels for the classic, Jackpot Jewels. Solely responsible for level and design.
- Helping local group in Las Vegas transition to IGT's new proprietary game engine built on Unity in order to modernize casino gaming and bring it up to speed with the new generation of game development. Responsible for general art duties: Modeling, Texturing, Lighting.
- As a 3D generalist at IGT, I'm responsible for Modeling, Texturing, Lighting, Rigging and Animating my models/assets.

Avalanche Software | Disney Interactive Media Group, Salt Lake City, UT, USA **January 2013 – May 2013**
World Builder/Renderer – Environment Artist (Contractor)

- Worked with the Marketing Team to setup up marketing shots – creating and lighting environments for posed characters for final shots used for promotion of the tile to be launched in June
- Collaborated with the development team to create props and assist with environment development. Duties include modeling and texturing of assets, as well as asset clean up and optimization.

Pipeworks Software, Eugene, Oregon, USA **July 2008 – August 2012**
Lead Artist (May 2009 – August 2012)

- Art Lead on Unannounced Web Based Fishing Game
- Art Lead on ***Dancing with the Stars: Keep Dancing***
- Art Lead on ***Deadliest Warrior: Legends***
- Art Lead on ***Deadliest Warrior: The Game***
- Art Lead on first phase of ***U-Draw***

Pipeworks Software, Eugene, Oregon, USA **July 2008 – May 2009**
Environment Artist (July 2008 – May 2009)

Fuel Industries, Ottawa, Ontario, Canada **Nov 2006 – March 2008**
Environment / Prop Artist

Sony Computer Entertainment America, San Diego, CA **June 2006 – Sept 2006**
Game Tester Analyst 1

Brian Hall 2D/3D **Nov 2004 – Aug 2006**
Freelance Art Consultant/Contractor/Indy Game Development

EDUCATION

Arizona State University, Tempe, Arizona **December 2004**

- Bachelor of Fine Arts Specialization in Animation

Scottsdale Community College, Scottsdale, Arizona **December 2001**

- Associates in General Studies

EMPLOYMENT & INTERNSHIPS WHILE IN SCHOOL

CBS KPHO Channel 5, Phoenix **Aug 2004 – Dec 2004**
News Graphics Intern

OTHER SKILLS

- Bilingual in English/Spanish/French – Competent Speaking & Writing Skills