



Brett Marshall Tucker

Carlsbad, CA
(304) 481-4071
brettmarshalltucker@gmail.com
www.brettmarshalltucker.com

[LinkedIn](#)
[Instagram](#)
[Twitter](#)

Software

Experienced:

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

Knowledgeable:

Unity, V-Ray, SpeedTree, Marvelous Designer, World Machine, InstantTerra, World Creator

Education

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

Exhibitions, Awards, Publications

- 80 Level Article: "Making a Material-Driven Scene in UE4"
- PAX South Exhibitor, 2019
- Demonstrating Artist - NCECA Kansas City
- Fine Art Exhibitions and Publications
 - Juried Exhibition - Birke Art Gallery
 - Winner of Juror's Choice
 - Object Enthusiast - Thou Mayest (Kansas City, MO)
 - Bricolage - Art Emergency (Manhattan, KS)
 - Appalachian Studies Association Exhibition
 - Touchstone Magazine
 - Et Cetera Literary Magazine
 - (2013, 2014, 2015)

Personal Bio

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

Professional Experience

Associate Environment Artist

High Moon Studios | Carlsbad, CA

05/2019 – Current

Call of Duty: Modern Warfare | Unannounced Title

- Primarily focuses on material creation in Substance Designer.
- Works with another artist to create a material library while also doing R&D on and implementing a material-to-model workflow using ZBrush.
- Also acts as a level artist by set dressing and blocking out environments, testing materials in those environments and working closely with design to create an engaging space.

Freelance Environment Artist

Nickelodeon Animation Studios | Remote

10/2018 – 02/2019

Untitled Development Project

- Created models, materials and shaders for use in a game engine.
- Worked directly with engineers and other artists to maintain visual consistency.
- Acted as a level designer to create layouts and gameplay situations.

Visiting Instructor

University of the Incarnate Word | San Antonio, TX

08/2018 – 05/2019

Environment Art and Hard Surface Modeling

- Taught students of all levels the industry standard techniques, tools and processes for the creation of environment art for games.
- Developed curriculum to promote awareness of and familiarity with these tools.
- Ensured 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

Environment Artist

Indie Development

2016 – 2019

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 the Creation Engine.
- Selene - Selene: The Hunt
- Boltcraft – Boltcade
- Bardic Wyrms - Feud
- Luminosity Mobile - Untitled Project