

Brandon Smith

(Address and phone number withheld from public copy)

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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

Self-Employed (Oct 2018 - Present)

3D Character Art and Props

- Privately contracted work involving 3D and 2D asset creation.

Workinman Interactive (Jun 2017 – Oct 2018)

Environment Artist and Technical Character Artist

- Internship became a full-time position creating 3D environment assets and character rigs.
- Took initiative in learning Blender during my employment while instructing/assisting my boss and coworkers on how to use it.

Education Management Corporation under AIPH (Jan 2016 – Jun 2017)

3D Game Design Tutor

- Designated on-site tutor for The Art Institute of Philadelphia.
 - Assisted students in 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.
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Software Proficiencies

3DS Max | ZBrushCore | Blender | Photoshop | Unity

Substance Painter | Substance Designer | xNormal | 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
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