



BRANDON M. VOLPE

3D ARTIST & GRAPHIC DESIGNER

WORK EXPERIENCE

SELF EMPLOYED - JUL 19 - PRESENT

SMART WATCH GUI DESIGNER

Building watch faces for Samsung using their GalaxyWatchStudio. Creating watchfaces on the Samsung Store for smart watches. Design into digital GUI'

FREELANCE - SELF EMPLOYED - JUL 18 - PRESENT

3D GRAPHIC ARTIST

GAMMA PRIME - JAN 18 - JUNE 18

3D ENVIRONMENT ARTIST

Working on the game called Cold Comfort, a post-apocalyptic zombie horror survival game. Creating props, 3D models and textures from concept art into in-game art using Unreal

GDC (GAME DEVELOPERS CONFERENCE) - MAR 13 - MAR 18

CONFERENCE ASSOCIATE

A volunteer for UBM Tech at GDC in San Francisco, CA. Family of CA's to help out with the events, session and anything else helping it run smoothly making it the biggest gaming convention.

ALTIA - OCT 17 - JULY 18

3D TECHNICAL ARTIST

Working with Maya on creating HUD's, HMI's (Human Machine Interface) to make amazing GUIs. My responsibilities were to create eye-catching graphics with 2D and 3D content for production on embedded GUIs at Altia using Altia Design, Maya, Photoshop, and Illustrator.

NASCENT GAMES - FEB 17 - JUNE 17

3D ENVIRONMENT ARTIST

Video game art for a game called "Kinship" made in Unity Created 3D models and textures for buildings and props for a side-scroller game.

PIXLHUT - JUN 16 - AUG 16

LEAD VIRTUAL REALITY 3D ARTIST

Working with the team on a car configurator VR project using the HTC Vive and Unreal Engine. My responsibilities were to manage and oversee the 3D assets including the models, textures, and 2D images for a car configurator in the Unreal Engine using Blueprints. Created options and buttons and setup the HTC Vive settings for the VR experience.

DIGITAL TUTORS / PLURALSIGHT - OCT 15 - MAR 16

3D INSTRUCTOR

Instructor for tutorials using 3ds Max to create building facades for games at DigitalTutors.com. As an instructor with the industry leaders in online tutorials I created a course "Modeling and Texturing a Next-Gen Building for Games in 3ds Max". Quixel, Photoshop, Marmoset.

KROLL INTERNATIONAL - AUG 15 - DEC 15

SENIOR GRAPHIC DESIGNER / LEAD DESIGNER

Worked as the Senior Lead Designer to design templates and page designs and then create a printed 700 page catalog for Kroll International's top sellers and new product for selling to police, military and security organizations. Made to look like a magazine by using Adobe's InDesign, Illustrator, Photoshop, Microsoft Word and Excel.

FROG INVASION GAMES - DEC 14 - MAR 15

3D ENVIRONMENT ARTIST

An indie mobile game company I founded in 2014 called Frog Invasion Games. Created 3 mobile games start to finish including the art, design, game testing & publishing them on Android. "The Casino Vault Robbery", "Vietnam Chopper", and "Bubble Pop"

VARIOUS STUDIOS - JUN12 - MAY15

FREELANCE 3D ARTIST

Black Sand Studios - "World at War" Game **Xpletive** - US Open Golf Cart Game Racing

Pixo Group - GM/OnStar VR Experience at CES **Speedshape** - Audi R8 Spot

I.E. Effects - (Internship) Converted Harry Potter / movies into stereoscopic 3D

Contact Info

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- ☎ 586.943.5472

Portfolio

www.BrandonVolpe.com

Education

Ferris State University

Digital Animation and
Game Design
Bachelor of Applied Science
Grand Rapids, MI

Macomb Community
College

Associate Degrees:
Digital Art and Animation
Digital Video Production
Web Page Design

Certificate in Architecture
Warren, MI

Software

Maya, 3ds Max, Cinema 4D,
ZBrush, Mudbox, Modo,
VRay, Keyshot, Quixel,
Adobe Creative Suite,
Photoshop, Illustrator,
InDesign, After Effects
Substance Painter,
Substance Designer,
World Machine, Speedtree,
TopoGun, 3DCoat, Vue,
Marmoset Toolbag,
SpeedTree, World Machine,
MightyBake, Unreal 4,
CryEngine, Unity