

Brad Myers: Senior Character Artist

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Summary of Qualifications:

- Shipped AAA titles "Call of duty Black Ops: Cold War", "Doom 4", "Rage" and "FireFall".
- 13 years professional experience working as a 3d Artist in the video games industry.
- Multi-degreed professional in the field of Game Design and Information Technology.
- Specialize in real-time high and low poly character /asset modeling and texturing.
- Experience with 3 major game engines, developing for multiple platforms and devices.
- Exceptional knowledge with developing shaders that adhere to the game engine's specifications.
- Experienced with various revision control systems such as Perforce and Tortoise SVN.
- Proficient with Rigging, Animation, and Node based Scripting.

Skills:

- | | | |
|---------------------|----------------------|--------------------|
| • 3DS Max | • 3d Coat | • id Tech |
| • Maya | • KeyShot | • Marmoset Toolbag |
| • Modo | • Marvelous Designer | • Radiant Engine |
| • Mudbox | • Perforce | • Characters |
| • Zbrush | • Tortoise SVN | • Weapons |
| • Photoshop | • Unreal | • Team-player |
| • Substance Painter | • Unity 3d | • Self-Motivated |

Experience:

- | | | |
|----------------------|---|----------------|
| April 2019 - Present | Sledgehammer Games: In-Studio Work | Fostercity, CA |
| | <u>Character Artist: Professional Work</u> | |
| | <ul style="list-style-type: none">• Work on Undisclosed projects in the Call of Duty Brand• Use cutting edge techniques to create high and low poly characters, then create their textures and import them into the game.• Setup Materials and polish characters to make final in-game high quality assets.• Play a key role in the hiring of new artists and building the team for Sledgehammer Games.• Mentor new hires and get them up to speed. | |
| 2017 – April 2019 | Cold Iron Studios: In-Studio Work | San Jose, CA |
| | <u>Senior Character Artist: Professional Work</u> | |
| | <ul style="list-style-type: none">• Working on a AAA Aliens MMO Shooter for 21st Century Fox (Our studio is owned by Fox).• Create high and low poly\textures for playable and enemy based characters in the game.• Work closely with design and concept team in an iterative fashion to develop ideal characters for the game. | |
| 2015 - 2017 | id Software: In-Studio Work | Dallas, TX |
| | <u>Senior 3D Artist/Designer: Professional Work</u> | |
| | <ul style="list-style-type: none">• Worked at id software via Escalation Studios contract on the "Snap Maps" portion of "Doom 4" in id Tech.• Created the environment art for the 120+ small-large in-closed environments called "Modules" in "Snap Maps". This was a team effort done over the course of 2 years by 5 artists/designers including myself.• Created the lighting, FX, clutter layers, and decals for the snap map modules. | |
| 2010 - 2015 | Escalation Studios: In-Studio Work | Dallas, TX |

Senior 3D Artist: Professional Work

- Created Final In-Game Art in its entirety in numerous styles for various Consoles and Hand-Held devices.
- Worked closely with the art team and managers towards major landmarks in production.
- Learned about various production techniques and software applications.

2009 - 2010 Liquid Development: Freelance Work Buffalo, NY

3D Artist: Professional Work

- Created Low Poly/ High Poly and Textures for in-game Environment Props based off concept art.
- Created Final Low Poly props and textures and LOD's to be used in-game.
- Worked closely with the art Manager to meet the client's needs.

2009 Monochrome Games: Freelance Work Buffalo, NY

3D Artist: Professional Work

- Created Low Poly/ High Poly and Textures for in-game Creature and Animals based off concept art.
- Created tileable textures for environment art such as Walls, Floors, Ceilings, and Grunge.
- Created Final Low Poly assets/props and textures to be used in-game.

2009 Unannounced Title / Developer: Freelance Work Buffalo, NY

3D Artist: Professional Work

- Created First Person Perspective Weapon Animations for testing against code.
- Developed a "white box" or rough layout from scratch of the final game levels inside Unity 3d.
- Created Final Assets that appear in game such as First Person arms, Guns, and Characters.

2008 - 2009 Fistful Of Frags: HL2 Mod Buffalo, NY

3D Character Artist: Mod Work

- Created Low and High Poly Character Models for the Half Life 2 engine.
- Produced Efficient UV's and Texture Maps including: Diffuse, Normal, Specular, Opacity, and A.O.
- Worked closely with the Mod Team, Meet deadlines, and Develop Models without Concept Art.

Summer 2008 Rare To Find inc. Tempe, AZ

3D Artist: Intern

- Created 3d Models and textures for an Xbox360 live arcade game.
- Developed rigs and concept art.
- Assisted other interns with 3d modeling and texture art.

Education:

The University of Advancing Technology, Tempe, Arizona 2006 – 2008

- + **B.A. in Game Design, 4.0 GPA**
- + **Member of the National Honor Society**
- + **Nominated for Valedictorian**

The State University of New York College at Buffalo, Buffalo, New York 2004 – 2006

- B.S. in Computer Information Systems

Erie Community College, Williamsville, New York 2001 – 2003

- A.S. in General Studies with concentration in Computer Science