

BRANDON PHOENIX

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American Citizen
Authorized to work in Canada until August 2016
References available upon request.

Skills and Knowledge:

Skills:

- Focus on all aspects of prop and environment asset creation including hard-surface modeling and organically sculpted meshes, low-polygon modeling, unwrapping, texturing, and materials
- Basic skills and competencies in almost all aspects and concepts of 3D art and animation
- Creating detailed and realistic texture maps and shaders
- Unreal asset pipeline, lighting, shader networks, level creation
- Familiar with a realtime physically based rendering workflow
- Agile/SCRUM production cycle and techniques
- Experience with various VCS including Perforce, Git, Subversion, and Alienbrain
- Flexibility with learning technologies, and competency at teaching them

Programs:

Maya: Intermediate skill level, in modeling, UV Editing, Hypershade materials, lighting and rendering.

Unreal: Advanced skill level in creating material shading networks, level building, and asset management.

Blender: Very advanced skill level in modeling, materials, sculpting; intermediate knowledge in rigging, animating, rendering, and compositing.

Photoshop: Advanced skill level in texturing; intermediate level with painting and brushes. Experience with nDo2 and dDo.

3DS Max: Intermediate skill level in modeling, UV Editing.

Zbrush: Advanced skill level in layer-based and subdivision sculpting.

Work Experience:

3D Artist/Weapon Artist

Torn Banner Studios, Chivalry: Deadliest Warrior (and unannounced project)

<http://www.tornbanner.com/>

August 2013 – Current

Responsible for a wide range of variable tasks depending on the project and needed role. During the development of Chivalry: Deadliest Warrior, I was responsible for creating all weapons, and stepping into QA and light game design as necessary. Over time, my roles have varied from prop creation, environment art, shader creation, lighting, post processing, particle effects, game design, and QA. Torn Banner is a small studio and requires great flexibility.

with the designers to fit the narrative and gameplay requirements of the project.

3D Environment Artist

Hitpoint Studios, Adera Project

<http://www.hitpointstudios.com/>

June 2012 – March 2013

Responsible for creating environment whiteboxes to match concept art, high detail, high resolution sculpts of all architectural environment elements for static renders, creating shaders (Mia materials primarily), lighting, and rendering. Also responsible for working with another artist to set up and maintain an efficient and sustainable 3D asset pipeline.

3D Environment Artist/Level Designer

Funcom Inc, The Secret World

<http://www.theseecretworld.com/>

April 2013 – July 2013

Responsible for designing and creating full interior environments, including lighting and post processing for post-release content. Created props and modular construction sets to increase production speed and quality. Worked directly

Art Intern

Funcom Canada, The Secret World

<http://www.theseecretworld.com/>

May 2011 – September 2011

Responsible for creating environment props and textures, as well as learning and documenting the engine in order to

fix many art bugs relating to shading, collision, lighting, and texture mapping. I worked tightly with not only the art team, but other departments as well in order to create a fully polished product.

Technical Artist/Character Artist

Emergent Media Center at Champlain College, Breakaway Project <http://www.breakawaygame.com/play.php?lang=EN>
May 2009 – September 2010

Responsible for assisting in setting up a Maya and Flash-based pipeline to integrate characters and environments in realtime, under the constraints of our technical targets. Also responsible for creating the basemesh for all characters, and responsible for creating final versions of 3 of the main characters.

3D Art Teacher

The Sharon Academy, High-school level
July 2009 – August 2009

Taught a class focused on proper high polygon to low polygon organic modeling and proper topology, baking and texturing, using Blender 3D and the GIMP. Students ranged in age from 14-18, and had no or limited 3D experience. The class objective was a clean, low polygon model of a human

Projects:

Art Director

Gemini XIII
September 2011 – May 2012

Responsible for managing art team personnel and targets, as well as creating environment props and building levels in UDK. Also responsible for building characters and designing the aesthetic of the project.

Artist

Ruin Runner
January 2011 – May 2011

Responsible for creating main character, environment assets, props, and textures for an iOS adventure game utilizing UDK.

Education and Awards:

- Champlain College, Burlington Vermont USA
 - Attained bachelor's degree in Electronic Game Development with a focus in Art and Animation, class of 2012
 - Deans List, GPA 3.7, Innovation Scholar, Winner: Best Undergraduate Game Artist 2010
 - Officer, FIREHOSE club (For Improving and Recognizing Emergent Human Open Source Endeavors) 2008-2010
- Studied abroad in Montreal QC, Canada from September 2010-May 2011
- Winning team, Judges Choice at Montreal Global Game Jam 2011. <http://www.globalgamejam.org/2011/sumi-e>

head, with normal map information baked from a sculpted high poly head.

3D Art Teacher

AVA Gallery, independent art gallery
June 2009 – July 2009

Taught a summer course in Game Art for 12-14 year-olds using Blender 3D. Prior to the course, students had no experience with 3D graphics. By the end of the course, the students knew how to model, unwrap, texture, and create basic game logic. They walked away from the class with a working game prototype.

3D Artist

Miracorp, Information Services Industry
March 2008 – August 2008

Served as the Sole 3D artist for an internal educational demo to teach law-enforcement officers how to avoid blood-borne pathogens when handling evidence. Responsibilities included accurate modeling of the interior of a police station office, all texturing, lighting, rendering, and compositing.

Artist

Rosewood
January 2010 – March 2010

Responsible for creating and rendering 3D assets for use in a 2D, top-down horror brawler utilizing Flash.

Lead Artist

The Flustered Bomb
March 2010 – May 2010

Responsible for leading an art team of 4. Small 2D Flash game built from an overhead perspective. Player controls a disgruntled employee in the office. Responsibilities included organization of the art team, as well as producing and rendering props for background plates.