

BRADD MCBREARTY

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CAREER FOCUS

- Environment Artist with six years of industry experience looking to work with leading developers to create world-class art and entertainment

PROFESSIONAL EXPERIENCE

Jet Set Games

September 2010 - Present

Lead 3D Artist

Las Vegas, Nevada

- Concepted, designed, and built all new 3D environments and all props for both sequels to the studio's critically acclaimed title 'Highborn'
- Designed, modeled, textured, and lit all environments, NPC's, and props for the PlayStation Home title 'Conspiracy' and its six content packs
- Worked closely with technical artists and programmers building in-house game engines, rapid prototypes, and innovative content creation tools
- Created content with the specific goal of bridging the gap between iOS and Console game visuals for two projects currently in development
- Designed 3D environments starting from the concept stage through engine implementation on platforms including the PC, PS3, iOS, and Android
- Worked directly with the Creative director, Studio heads, and Concept artist in styles ranging from hand-painted fantasy to photo-realistic Sci-fi

BCV Architects

April 2010 - September 2010

3D Artist

San Francisco, California

- Raised over \$250,000 in venture capital by producing fly-through videos and animations of future build sites to show potential investors
- Created architectural models from blue-prints, concept art, and satellite imagery for over 20 city blocks using 3DS Max
- Populated over 60 scenes for camera shots by modeling unique assets in 3DS Max, and filling in generic props from asset libraries
- Photo-realistically lit over 40 scenes using IES lighting profiles captured from real world spaces, matching digital stills to physical spaces

Digital Mercs

January 2009 - September 2010

3D Artist

San Diego, California

- Produced a proof of concept demo in the Unreal 3 Engine based on the movie 'Death Race' which was presented to Valve and Epic at GDC 2010
- Created high-poly vehicle, weapon, and prop models from concept art and reference images using 3DS Max and Mudbox
- Modeled high-poly vehicles in Autodesk Maya; tutored co-workers on modeling techniques and best practices transitioning from 3DS Max
- Built low-poly vehicle, weapon, and prop models for use in the Unreal 3 Engine using 3DS Max
- Painted unique diffuse, specular, gloss, and self-illumination maps in Adobe Photoshop both by hand and by using source textures
- Produced high-quality normal maps using high to low poly baking in 3DS Max, and added details using CrazyBump and Adobe Photoshop
- Improved the overall look of in-game assets by creating complex real-time material shaders in the Unreal 3 Engine

Golden Era Productions

February 2008 - December 2008

3D Artist

Hemet, California

- Created 300% increase in traffic to 14 of the company's websites by updating them with 3D content and creating interactive user-interfaces
- Modeled and textured real world architectural scenes for online virtual tours from floor plans and reference photos using 3DS Max
- Created High-poly scene assets including vehicles, buildings, signage, and urban props using 3DS Max and Adobe Photoshop
- Designed User interfaces in 3D and implemented them using Adobe Flash and Actionscript 2.0

DIGITAL ARTS EXPERIENCE

Skullcandy

May 2010 - January 2011

Digital Artist

San Clemente, California

- Generated over \$200,000 in income running onsite media for the 2010 Vans Warped Tour by creating an interactive media experience
- Digitally edited and composited over 5,000 photos in preparation for web and print media using custom actions and scripts in Adobe Photoshop
- Built traveling digital studio including professional lighting, green screens, DSLR cameras, wireless FTP, and photo and video editing stations
- Coordinated Skullcandy 'Candy Girl' model search with AP Magazine in 43 cities across North America and Canada

San Diego YSA

January 2009 - September 2010

Senior Director of Media and Marketing

San Diego, California

- Created 250% increase in group membership and activity attendance in the first 10 months as Senior Director of Media and Marketing
- Produced all media and marketing materials for over 24 annual events with attendance ranging from 300 to 1200 individuals
- Designed promotional postcards, fliers, posters, and ads using Adobe Photoshop and Illustrator for circulation runs of 3,000 to 5,000 per activity
- Coordinated all aspects of bimonthly events including the visual appearance, catering, entertainment, DJs, and transportation

ACADEMIC & EXTRACURRICULAR EXPERIENCE

The Art Institute of California - San Diego

Graduated December 2007

Bachelor of Science, Game Art and Design

San Diego, California

- Awarded 'Presidents Scholarship' for academic excellence and recognized for excellence in technical writing; graduated with honors

The Art Institute of California - San Diego

October 2004 - December 2007

President of the Ambassadors Club (Student Government)

San Diego, California

- Organized a team of 24 student volunteers to work with Career Service Advisors to host open houses, student orientations, and peer mentoring
- Addressed the students and parents of 14 incoming classes preparing them with realistic expectations
- Over 2,500 hours of volunteer work and service done by the club while in tenure as president

New York, New York South Mission

October 1998 - November 2000

Humanitarian Service Representative

New York, New York

- Trained and supervised over 60 representatives to serve and improve communities throughout Brooklyn, Queens, Long Island, and Staten Island
- Personally contacted thousands of members of the community; offered humanitarian aid; taught free English, guitar, piano, and singing lessons

QUALIFICATIONS & INTERESTS

- Professional Snowboarder - Member of Park City Mountain Resort Team 2005-2008
- Spent the Summer of 2010 traveling to over 50 cities in North America and Canada with the Vans Warped Tour
- Earned Eagle Scout Award at the age of 15, traveled to Denmark, Holland, and Sweden with the Boy Scouts of America