

# BRADD MCBREARTY

3D Artist

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## COMPUTER SKILLS

- Maya
- MELScript
- Adobe Photoshop
- Adobe Flash
- MS Office
- Unreal Dev Kit
- UV Unwrapping
- High and Low-poly modeling and sculpting
- Character and object rigging
- Character cycle animation
- Advanced specular, bump, ambient occlusion, and normal mapping
- 3DS Max
- Mudbox
- Adobe Illustrator
- Adobe ActionScript
- Pro Tools
- Texture Mapping
- Procedural Mapping

## CAREER PROFILE

- Resourceful thinker, leader, and communicator in fast-paced deadline-driven environments
- Recognized as a creative and effective planner to achieve artistic goals within set time-frames
- Noted for mentoring co-workers to increase overall technical knowledge and team productivity
- Natural leadership mentality focused on solutions that benefit the team and the project

## TECHNICAL TRAINING

- 3D Buzz Unreal Tech lecture series  
In-depth training on creating shaders, using the Kismet interface to create scripted events and sequences, advanced texture and lighting techniques, and level design  
2008
- Watts' Atelier of the Arts, Encinitas, CA  
Advanced studies in tonal drawing, life drawing, anatomy, and digital painting  
2004-2007
- Composition Series with Marshall Vandruff  
Studies on meaningful designs and exercises emulating renaissance masterworks  
2005

## AFFILIATIONS AND ACHIEVEMENTS

- President of the Ambassadors Club  
(Student Government – The Art Institute of California – San Diego)  
2006-2007
- International Game Developers Association  
member since 2006
- Full Time Missionary – The Church of Jesus Christ of Latter Day Saints  
served in NY, NY from 1998-2000
- Eagle Scout – Boy Scouts of America  
awarded in 1994

## PROFESSIONAL EXPERIENCE

### 3D Artist

- Golden Era Productions, Hemet, California** 2008
  - Modeled, Lit, and Textured Architectural 3D scenes
  - Designed 3D sets for pre-rendered web content
  - Designed interfaces in 3D
  - Took concepts from thumbnail sketches through final production
  - Prepared 3D content for online distribution via Adobe Flash

### Community Moderator

- Naked Sky Entertainment, Los Angeles, California** 2006
  - Moderator for Technical Talk Forum
  - Resolved hardware and driver issues pertaining to Unreal 3 engine
  - Researched technical documents and white papers to find solutions

## ADDITIONAL EXPERIENCE

### 3D Artist / Game-play Designer

- FaceQuest – Game Prototype** 2008
  - Designed RPG style game which runs within the Facebook.com API
  - Modeled, Textured, and Animated all 3D assets
  - Prepared all 3D assets for export to Flash

### 3D Artist

- E.D.E.N. Project – Game Prototype** 2006
  - Modeled and Textured game assets including props, terrain, and decos
  - Designed and laid out levels using Unreal 2004 engine
  - Wrote design document, game bible, quests, and style guide
  - Served as Project Lead – responsible for coordinating efforts of concept artists, level designers, environment artists, and technical artists

### 3D Artist

- Galaxy Trail – Game Prototype** 2006
  - Lead team of six artists to remake 'Oregon Trail' in a Sci-fi setting
  - Modeled, Textured, and Animated game assets
  - Designed main user interface

## FORMAL EDUCATION

### Bachelor of Science, Game Art and Design

- The Art Institute of California – San Diego, 2007*
  - Graduated with Honors
  - Extensive training in fine-art techniques
  - Technical training in industry standard tools and modern game engines
  - Applied theory of game and level design, design documents, and play patterns

### Associate of Science, Business

- San Diego State University – School of Extended Studies, 2004*
  - Certificate program completed with Honors
  - Recognized for achievements in technical writing (JACC)
  - Minor emphasis in Music Composition

*'The future is waiting to be seized, and if we do not grasp it firmly, then other hands, more determined and bloody than our own, will wrench it from us and follow a different course.'* -Jeffery R. Holland