

Nathaniel Brandes

316-209-5193

nkbrandes17@me.com

<http://natemasterflash.artstation.com/>

Environment Artist

Industry Experience

Artist

October 2012 - October 2014

Shifty Eye Entertainment

Created concept art

Modeled and textured game objects

Environment Artist

January 2011 - June 2011

Grimm - UDK hobby-game

Created modular prop sets based off concept art

Layout and organize UV shells

Created diffuse, specular, normal, and gloss maps

Environment Lead

January 2010 – May 2010

Dark Gaia

Guided and managed flow of asset integration using Alienbrain Essentials Source Control

Created concept art for environments

Designed level layouts

Modeled and textured environments and props

Skills

High and low poly modeling

Stylized hand painted textures

UV mapping and light mapping

Modular asset creation

Sculpting

Traditional and digital concept art

Software

Maya

Photoshop

Zbrush

Unreal Engine 4

Substance Designer

Xnormal

Alienbrain

Education

Ryan Benno's AAA Environment Art Mentorship

January 2017

Full Sail University – Winter Park, FL

2008-2010

Bachelor of Science Degree in Game Art

Butler County Community College – Andover, KS

2006-2008

Studied Digital Media