

Dylan Brady - 3D Character Artist

Tel. (253) 327-5274

Website: www.dylanbrady3d.com

Email: Bonebrew22@gmail.com

Tacoma, WA

[AREAS OF EXPERTISE]	[SOFTWARE KNOWLEGE]	[ENGINES]
<ul style="list-style-type: none">> Character modeling> Human and animal anatomy> Background in drawing/fine art> Topology for deforming meshes> Subdivision modeling.	<ul style="list-style-type: none">> 3D Studio Max> Maya> ZBrush> Photoshop> Substance Painter> Marvelous Designer> 3D coat	<ul style="list-style-type: none">> Unreal Engine> Unity> Marmoset

[PROFESSIONAL WORK EXPERIENCE]

- > *Multiple Projects* – **Freelance Character Artist** (Freelance 01/09 - present)
 - o Clients Include – Valkyrie Entertainment, 2K games, Boss Key Productions, Pure FPS, Black Tower Entertainment, 3DMotive, Action Mobile Games, Neverdie Studios, ACME Digital Content.

- > *Bloodlines 2* – **Hardsuit Labs** (fulltime onsite 05/17 – 08/18)
 - o Character Artist – model, texture, integrate characters. Creation of shaders, and cloth setup, rigging and vertex weighting of characters, creation of weapons. Unreal 4.

- > *Chivalry: Medieval Warfare* – **Torn Banner Studios** (fulltime onsite 05/13 - 05/17)
 - o Lead Character artist on Chivalry: Deadliest Warrior and other titles, handle outsource artists and set quality bar for character assets. Unreal 4.

- > *Lionheart Tactics (iOS)* – **Emerald City Games** (full time 7/12 – 5/13)
 - o Lowpoly Character and Environment modeling and texturing.
 - o Handpainted cartoony style. Unity.

- > *Forza 3 (360)* – **ACME Digital Content** (Fulltime/Freelance 2008-2011)
 - o Lowpoly Vehicle modeling for ingame use.
 - o Highpoly models for the garage/replays (subsequently used ingame in Forza 4).

[EDUCATION]

- > *Associates: Fine Arts* - **Golden West College** (Graduated spring 2011 with honors) .
- > *Anatomy R2* - **Visualarium** – Completed a 10 week intensive anatomy course with a focus on Zbrush techniques instructed by Ryan Kingslien..

References available upon request.