



Digital Artist and Designer  
Fayetteville, Arkansas  
479.200.4551  
brirosejenkins@gmail.com

## Education

### University of Arkansas:

**BFA in Studio Art with an emphasis in Graphic Design**  
*Graduated December 2017*

**BA in Psychology**  
*Graduated December 2017*

## Experience

### Tesseract Center for Immersive Environments and Game Design

*Senior Artist: November 2017 - Present*

*Artist: January 2015 - November 2017*

#### Job Duties:

**Art Team Leadership:** For various projects, I am in charge of making sure the art/visual elements are properly developed and contribute to the overall goals of each project. This involves establishing art direction, communicating this direction with the larger art team, and managing each art team so the direction is adhered to, and that milestones are met to keep the project on-schedule.

**Character Artist:** I've worked on the characters for a few of Tesseract's projects, and currently work on improving our character pipeline and developing the skills of our character artists. My hands-on work on characters includes digital sculpting, retopologization, rigging, weighting, animation, texturing, and transferring into the game engine.

**UI/UX Design:** I've worked on the UI and UX for many of our projects to some degree. This requires creating UI schemes that take into account the overall direction of the project, information that is necessary to convey, and end-user requirements.

**In-House Graphic Designer:** I am responsible for the overall management of Tesseract's visual brand, as well as the creation of most promotional materials for Tesseract. This includes project branding, posters, hand-outs, t-shirts, digital advertising, etc.

#### Projects Worked On:

**Saeculum:** An educational game that is used to teach Roman Civilization at the University of Arkansas. It immerses students in ancient Rome across multiple generations of the Fulvii Family in order to teach Roman history and culture. It spans from the time of Hannibal (220 BCE) to late antiquity (340 CE). My work on this project included the creation of most of the characters and a large portion of the clothing, the creation of statuary, UI asset creation, and minor environment set-up.

**Gallery 5:** An interactive gallery curation app used to help teach American art history to high school students. Students are able to curate their own exhibition in the Gallery 5 space based on the holdings of Crystal Bridges. Developed in collaboration with Crystal Bridges and EDC. My work on this included generating UI assets.

**Housing the Human and the Sacred: Fay Jones and Mid-Century Modern in the Ozarks:** A project that aims to bring the work of Fay Jones to a larger audience by allowing users to access, via web and a physical kiosk, a 3D digital reconstruction of a sampling of Fay Jones's architecture, which each contain historical documents, photos, and educational information. Users are also able to access a Timeline/Map feature that show a sampling of Fay's and his



Digital Artist and Designer  
Fayetteville, Arkansas  
479.200.4551  
brirosejenkins@gmail.com

## Experience Cont.

contemporaries' work over time and space in the US. My work on this project includes leading the development team, designing and generating the UI, establishing, testing, and refining the UX, and doing various resource collection and curation (documents, photos and expert information).

**Being:** An early in-progress project that will teach students basic neurological functioning and philosophical theory of mind through puzzles involving neuron activity and reflected changes in the game world based on puzzles completed. My work on this project includes advising and assisting in managing the environment and character artists, designing and generating the UI, and helping to establish, test and refine the UX.

## Skills

### Programs/Technical

**Proficient:** Photoshop  
InDesign  
Illustrator  
Adobe XD  
Unity3D  
ZBrush  
Substance Painter  
Maya  
TSM3  
3D Coat  
Crazy Bump  
Wordpress

**Working:** Blender  
Substance Designer  
Marvelous Designer

**Basic:** Muse  
HTML  
Rhino  
C#

## Professional Development

### Conferences:

**Made by Few: The Conference for Makers of The Web**  
*Bentonville, AR (October 2016)*  
*Attendee*

**Unite 2017**  
*Austin, TX (October 2017)*  
*Attendee*

**Unite 2018**  
*Los Angeles, CA (October 2018)*  
*Attendee*

### Groups:

**Unity User Group**  
*Fayetteville, AR Chapter*  
*Member since December, 2015*  
*Co-Organizer since January, 2019*