

Brad Myers: Senior Character Artist

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Summary of Qualifications:

- Shipped AAA titles "Doom 4", "Rage" and "FireFall".
- 10 years professional experience working as a 3d Artist in the video games industry.
- Multi-degreed professional in the field of Game Design and Information Technology.
- Specialize in real-time high and low poly character /asset modeling and texturing.
- Experience with 3 major game engines, developing for multiple platforms and devices.
- Exceptional knowledge with developing shaders that adhere to the game engine's specifications.
- Experienced with various revision control systems such as Perforce and Tortoise SVN.
- Proficient with Rigging, Animation, and Node based Scripting.

Skills:

- | | | |
|---------------------------|----------------|--------------------|
| • 3DS Max | • 3d Coat | • Marmoset Toolbag |
| • Maya | • KeyShot | • Characters |
| • Modo | • Perforce | • Weapons |
| • Mudbox | • Tortoise SVN | • Vehicles |
| • Zbrush | • Unreal | • Props |
| • Photoshop | • Unity 3d | • Team-player |
| • Allegorithmic Substance | • id Tech | • Self-Motivated |

Experience:

- 2017 - Present Cold Iron Studios: In-Studio Work San Jose, CA
Senior Character Artist: Professional Work
- Working on a AAA Aliens MMO Shooter for 21st Century Fox (Our studio is owned by Fox).
 - Create high and low poly/textures for playable and enemy based characters in the game.
 - Work closely with design and concept team in an iterative fashion to develop ideal characters for the game.
- 2015 - 2017 id Software: In-Studio Work Dallas, TX
Senior 3D Artist/Designer: Professional Work
- Worked at id software via Escalation Studios contract on the "Snap Maps" portion of "Doom 4" in id Tech.
 - Created the environment art for the 120+ small-large in-closed environments called "Modules" in "Snap Maps". This was a team effort done over the course of 2 years by 5 artists/designers including myself.
 - Created the lighting, FX, clutter layers, and decals for the snap map modules.
- 2010 - 2015 Escalation Studios: In-Studio Work Dallas, TX
Senior 3D Artist: Professional Work
- Created Final In-Game Art in its entirety in numerous styles for various Consoles and Hand-Held devices.
 - Worked closely with the art team and managers towards major landmarks in production.
 - Learned about various production techniques and software applications.
- 2009 - 2010 Liquid Development: Freelance Work Buffalo, NY
3D Artist: Professional Work
- Created Low Poly/ High Poly and Textures for in-game Environment Props based off concept art.
 - Created Final Low Poly props and textures and LOD's to be used in-game.
 - Worked closely with the art Manager to meet the client's needs.
- 2009 Monochrome Games: Freelance Work Buffalo, NY

3D Artist: Professional Work

- Created Low Poly/ High Poly and Textures for in-game Creature and Animals based off concept art.
- Created tileable textures for environment art such as Walls, Floors, Ceilings, and Grunge.
- Created Final Low Poly assets/props and textures to be used in-game.

2009 Unannounced Title / Developer: Freelance Work Buffalo, NY

3D Artist: Professional Work

- Created First Person Perspective Weapon Animations for testing against code.
- Developed a "white box" or rough layout from scratch of the final game levels inside Unity 3d.
- Created Final Assets that appear in game such as First Person arms, Guns, and Characters.

2008 - 2009 Fistful Of Frags: HL2 Mod Buffalo, NY

3D Character Artist: Mod Work

- Created Low and High Poly Character Models for the Half Life 2 engine.
- Produced Efficient UV's and Texture Maps including: Diffuse, Normal, Specular, Opacity, and A.O.
- Worked closely with the Mod Team, Meet deadlines, and Develop Models without Concept Art.

Summer 2008 Rare To Find inc. Tempe, AZ

3D Artist: Intern

- Created 3d Models and textures for an Xbox360 live arcade game.
- Developed rigs and concept art.
- Assisted other interns with 3d modeling and texture art.

Education:

The University of Advancing Technology, Tempe, Arizona 2006 – 2008
+ **B.A. in Game Design, 4.0 GPA**
+ **Member of the National Honor Society**
+ **Nominated for Valedictorian**

The State University of New York College at Buffalo, Buffalo, New York 2004 – 2006
▪ B.S. in Computer Information Systems

Erie Community College, Williamsville, New York 2001 – 2003
▪ A.S. in General Studies with concentration in Computer Science