

# Bryan Shannon

## Environment Artist

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**Bryan Shannon**

Austin, TX 78757

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[www.ArtStation.com/Gula](http://www.ArtStation.com/Gula)

Team oriented environment artist, stylized sci-fi nerd. Two full-cycle AAA productions. Comfortable working with or without concept. High-to-low bakes, trim sheets, 3D solution finder. Happy to iterate, but gotta go fast.

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## Software

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**Professional:** Substance Painter & Designer, Maya, Unreal Engine 4, CryEngine, Quixel Suite, Photoshop, Marmoset Toolbag, Perforce, Jira, Adobe Premiere, XNormal, ZBrush

**Hobbyist:** Modo, Blender, Game Design, VFX & Particle Systems, Ableton

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## Professional Experience

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### Rooster Teeth Games / 3D Artist - Vicious Circle

December 2018 - September 2019

- ❖ Stylized PBR asset creation, props. High to low bakes & trim sheets.
- ❖ World building & set dressing. Integrating basic blueprints in UE4.
- ❖ Camera and Layout Artist - gen:LOCK - Constructed scenes from animatics and import raw mocap data. Cinematic construction.

### Arkane Studios / Environment Artist - Prey

March 2016 - March 2018

- ❖ Created FPS game-ready assets by modeling, texturing, and baking.
- ❖ Utilized Maya, Photoshop, and the Quixel & Substance packages for a stylized PBR workflow.
- ❖ Worked without concept, from reference, or directly with designers on kitbash. Integrated custom assets to levels, some set dressing.
- ❖ Assisted on various VFX tasks throughout environments, usually material effects, first pass particles.
- ❖ Supported game performance optimization.

### Patreon / 3D Artist - Content Modder (Cities: Skylines)

March 2015 - March 2016

### Maxis (Electronic Arts) / 3D Artist - Simcity

Intern 2012; Full-Time June 2013 - November 2014

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## Education

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### Ringling College of Art & Design BFA. Game Art, May 2013

August 2009 - May 2013

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## Publications

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Panelist Speaker at PAX Prime 2015 - "Modding 101: Cities Skylines"

Modding content, building assets for Cities: Skylines

- ❖ Articles published on The New Yorker [\[1\]](#), Kotaku [\[2\]](#), Ars-Technica [\[3\]](#)

EA's Internship Scholarship Recipient 2012 while at Maxis