



BRIAN PRINCE

SENIOR 3D & 2D DIGITAL ARTIST

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www.bprince.com 

SKILLS

- 3D Modeling & Texturing
- Visual Development
- Lighting & Compositing
- Matte Painting
- Concept Art
- Particles & FX
- Pipeline & Workflows
- Agile Development
- Teamwork & Communication

TOOLS

3DS Max, Maya, ZBrush, Unity, Substance Painter, Speedtree, Adobe Creative Suite, FumeFX, Arnold, V-ray, Deadline Render, Perforce, Jira, Microsoft Office, Microsoft Teams

EDUCATION

2 years at Truckee Meadows Community College, Reno, NV, focusing on fine art and portfolio development. 1st and 3rd place in student art show

PROFESSIONAL OVERVIEW

Generalist digital artist with 21 years of experience in slot games, console games, feature film, and broadcast animation.

WORK EXPERIENCE

3D Artist III (Senior/Lead)

International Game Technology, Reno, NV, 2011 - 2020

- Design, develop, and deliver both realtime and pre-rendered art assets for premium slot titles
- Work with licenses like *Jurassic Park*, *Ghostbusters*, *Avatar*, and *Sex & The City*, matching or exceeding brand guidelines, as well as in-house IP's like *Top Dollar* and *Carnival of Wonders*
- Visual development for new IP's, cabinet facades, and blue-sky projects

Scene Assembly Artist (Staff)

Blur Studio, Culver City, CA, 2007-2010

- Perform lighting, FX, modeling, compositing, and visual development for a huge range of projects, from AAA game cinematics (*Mass Effect 2*, *Halo Wars*), feature film pitches (*Heavy Metal*, *The Goon*), broadcast spots (*FX Network*, *Goldfish Crackers*), and special venue ride-films (*Ferrari World*, *The Simpsons at Universal Studios*)
- Promoted from contractor to staff after 6 months

Master Lighter & Digital Painter

Fathom Studios, Atlanta, GA, 2004-2007

- Perform master lighting and matte painting for the 2008 feature film *Delgo*, as well as concept art and visual development for the short film *Chroma Chameleon*.
- Promoted from Lighter to Master Lighter during first year

Lead Lighting & Texture Artist

Eggington Productions, Orem, UT, 1999-2003

- Perform 3D modeling, lighting, texturing, and pixel art for Playstation and Dreamcast games (*Midway*, *Sega Sports*)
- Lighting and texturing for the educational animated series *X-Power*, produced by Slim Goodbody
- Mentor and onboard junior artists