

BRANDON SWAN

Contact :

(208) 241 5616

BrandonSwanArt@gmail.com

Websites :

BrandonSwanArt.com

linkedin.com/in/brandonswanart

EXPERIENCE

Undertone FX

Jan 2019 - Current

Realtime VFX Artist

- Worked primarily on Midwinter Entertainment's first title, Scavengers, and various internal projects as a primary VFX artist.
- Created Cascade based particle systems for player abilities, guns, melee weapons, grenades and environmental effects.
- Scripted and integrated various Blueprints for FX functionality
- Authored master materials and their instances for use in numerous effects, as well as post-process materials for status and environmental effects.
- Generated hand painted and Substance Designer based textures.

Halseo

2017 - 2019

Creative Director and Management

- Formed company with two partners where I lead development on our first release, Battery Jam.
- Organized and ran company, managed team and contractors.
- Created concept art, and 3D engine content for in game use, marketing art, as well as graphics, branding and content for website, conference booths and clothing.

Sparkypants Studios

2016 - 2017

Marketing Artist

- Created illustrations and various graphics and content for marketing campaigns.
- Produced media for in game content marketing as well as corporate partnerships with companies such as Alienware, and numerous Esports organizations.
- Devised storyboard and animatic creation for content release trailers.

Garage Collective

2016

Concept and Character Artist

- Produced concept art and 3D assets for six characters for a class based combat board game.

This Game is S.T.U.P.I.D.

2013 -2015

Producer and Artist

- Lead a team of four artists during the creation of a card game that went on to win runner-up for "Best Light Game" at Saltcon 2014, and land a publishing deal.
- Created over 150 illustrations for various cards in deck, it's expansions and box art.
- Worked with Publishing partner to finalize content for commercial release.

EDUCATION

SCAD - BFA Game Art and Design

2012-2016

- President of Game Developers Network, student academic organization.
- Official SCAD student representative for conferences such as GDC, E3, Orlando IX and SCAD day events.
- Recruited renown speakers for talks on game development techniques and career advice for students.
- Pushed community interaction with game jams, art contests and advising.

HONORS AND AWARDS

- Battery Jam - Autodesk CG Student Awards - Game of the Year
- Battery Jam - Intel University Game Showcase 2016 - 2nd in Art - 3rd in Design
- Battery Jam - E3 College Game Competition Finalist
- This Game is S.T.U.P.I.D. - Saltcon - Finalist in "Best Light Games" Category