

# **Brad Myers:** Senior Character Artist

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## **Summary of Qualifications:**

- Shipped AAA titles "Doom 4", "Rage" and "FireFall".
- 9 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 an undisclosed project with a team of mostly senior industry professionals.
  - 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 in production.
- 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