

# ANDREW "BILL" BROWN

3D ARTIST

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## OBJECTIVE

I am looking to combine my passion for art, technical skills, and collaborative spirit to create memorable 3D environments.

## SOFTWARE

- 3D Studio Max
- Photoshop
- Quixel Suite
- ZBrush
- Maya
- Mudbox
- Marmoset Toolbag
- xNormal
- Unreal Engine 4
- World Machine
- Cryengine

## EDUCATION

Futurepoly  
August 2014  
Environment Arts Course

Art Institute of Seattle  
August 2002 - 2004  
Animation Art & Design

Kent Meridian High School  
Class of 2002

## EXPERIENCE

### Exato Games

#### Environment Artist

November 2016 - August 2019

"Elo Hell", "Echo Star"

- Modeled environments and props with multiple art styles across a narrative game, RTS game and mini games.
- Hand painted textures and illustrated signage.
- Implemented assets into Unreal Engine using Blueprints

### Super X Studios

#### Lead Artist

October 2014 - November 2016

"Greg Hastings Paintball 3"

- Modeled and textured prop and environment art assets
- Managed offsite team of artists.
- Prototyped level design and placed art assets in game.

### Microsoft - Insight Global

#### Project Manager in Test

June 2012 - April 2014

"Minecraft", "World of Tanks"

- Managed on and offsite teams and delegated test cases.
- Supervised projects and directed tests.
- Provided first tier developer support for technical problems.

### En Masse Entertainment

#### QA Tester

March 2011 - June 2012

"Tera"

- Analyzed potential game titles with Production team.
- Tested for game balance and level progression.
- Tested server environments and account management.

### Super X Studios

#### 3D Artist

October 2009 - June 2010

"Greg Hastings Paintball 2"

- Responsible for creating first person guns and clothing for in-game characters.
- Created and placed props for environments

### Sucker Punch Productions

#### Game Play Assistant

March 2008 - April 2009

"inFAMOUS"

- Placed collectibles in fun and challenging locations
- Created path and collision meshes.
- Used scripting to change object behaviors.

### Microsoft - Volt

#### Lead/Dedicated Tester

March 2006 - March 2008

"Gears of War 1 and 2"

- Led a team of six quality assurance testers.
- Tested single player, multi-player, post-release patch, downloadable content, and performance tests on multiple Xbox 360 titles.

### VMC Game Labs - Volt

#### Functional Test Lead + Compliance Tester

October 2005 - March 2006

- Led a team of six functional testers.
- Tested Xbox 360 products to meet strict Technical Certification Requirements.