ANDREW "BILL" BROWN

3D ARTIST

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OBJECTIVE

After a decade of working in the video game industry, Bill is looking to combine his passion for art, technical knowledge, and collaborative spirit to create memorable 3D environments.

TECHNICAL SKILLS

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

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

Super X Studios — October 2014 - Current
Lead Artist — "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 — June 2012 - April 2014
Project Manager in Test — "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 — March 2011 - June 2012
QA Tester — "Tera"

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

Super X Studios — October 2009 - June 2010
3D Artist + QA Tester — "Greg Hastings Paintball 2"

- Responsible for creating all of the paintball gear.
- Modeled and shaded in game assets.
- Helped coordinate offsite test teams and helped verify TCR, TRC and Lotcheck issues with test team.

Sucker Punch Productions — March 2008 - April 2009
Game Play Assistant — "inFAMOUS"

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

Microsoft - Volt — March 2006 - March 2008
Lead/Dedicated Tester — "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 — October 2005 - March 2006
Functional Test Lead + Compliance Tester

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

Novo Interactive LLC — June 2005 - Current
Senior Artist — Independent Project

- Worked with a team of 8 to create a Xbox Arcade title.
- Modeled and textured environment and prop assets.
- Rigged and animated characters.