

BRODY BROOKS // GAME ARTIST & DESIGNER

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OBJECTIVE

To work for a major game studio as a 3D artist and contribute to a passionate development team.

PROFICIENCIES

- Autodesk | Maya
 - Hi-poly / Lo-poly Modeling
 - Materials
 - Lighting
- Luxology modo
 - Hi-poly / Low-poly Modeling
 - Texturing
- Pixologic Zbrush
 - Sculpting
- Adobe Photoshop CS
 - Texturing

EXPERIENCE

Modeling Intern

NASA Ames Research Center Mountain View, CA June '11 – Aug '11

- Worked with Intelligent Robots Group to create robot models in modo for their robot path planning tool, Verve.
- Developed a pipeline for creating efficient models and importing them
- When we found that modo didn't export certain properties into the COLLADA files, I created a tool in Python that would insert those properties after export.

Modeling Lead

CWS Software San Luis Obispo, CA May '10 – Dec '10

- In charge of modeling on multiple projects
- Modeled, textured, and lit convincing background environments

Senior Officer

Cogswell Game Club Sunnyvale, CA Jan '06 - Present

- Served as Vice President in 2008 and as President in 2009
 - As a member of Game Club, developed and integrated models into Source engine, UDK, and Unity3D as part of all-student teams
 - Key player in starting and participating in many rapid prototyping events
 - Taught workshops on Unreal Editor, modeling tips, and making sprites

Modeling and Layout

Project X Films Sunnyvale, CA Aug '09 – Jan '11

- Worked closely with director and concept artists to create various props for a still-untitled animated short
- Later in production, helped tech team prepare scenes for lighting

EDUCATION

Bachelor of Arts in Digital Art & Animation

Cogswell Polytechnical College Sunnyvale, CA 2006 - 2011

ACHIEVEMENTS

- Presented with Outstanding Student in Student Life Award at Cogswell Graduation
- Maintained high GPA, earning Presidents Honor Roll numerous times
- Speaker at multiple Silicon Valley IGDA Demo Nights

References Upon Request