

BRENTON GOODWIN

3D Modeler - Character Artist - Generalist

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3DS Max, Maya, Zbrush, Substance Painter, Marvelous Designer, Mari, Photoshop, Unreal Engine 4, Topogun, After Effects, Premiere

Modeling and sculpting organic and hard surface, texturing, animation, pre-visualisation, scene layout, art direction and asset quality control.

WORK HISTORY

ANIMAL LOGIC

Modeler, Sculptor

August 2014 to Present

Creature sculpting and production models, asset modeling from concept, set extension and scene layout.

Films:

Peter Rabbit, The LEGO Batman Movie, The LEGO NINJAGO Movie, The Divergent Series: Allegiant Part 1, Monk Comes Down the Mountain

PERISCOPE GAMES

Character Artist (Freelance)

April 2016 to January 2017

Creating all player characters: high and low poly, baking, texturing for Post Scriptum FPS game in Unreal Engine 4.

Games:

Post Scriptum

PLASTIC WAX ANIMATION

Senior Generalist, Asset Lead

April 2009 - September 2014

Asset modeling, sculpting and texturing from concept, assesing, remodeling and texturing game assets for pre rendered cinematics, environment and scene layout, animation and motion capture clean up, cloth simming

Projects:

D&D Tyranny of Dragons, Dirty Bomb: Scrubs Trailer, Infinite Crisis "What Do You Fight For?" Trailer , LittleBigPlanet Hub Trailer, Civilization Online Reveal Trailer, Civilization V: Brave New World Launch Trailer , Civilization V: Gods & Kings Launch Trailer , Darksiders 2: 'Salvation' Trailer, Neverwinter 3, Trailer's 1, 2 and 3, Saints Row : The Third In-game cutscenes (credited), Saints Row: The Third Power

Trailer, Warhammer 40,000: Kill Team Announcement Trailer , Dawn of War :
'Retribution' Trailer, 'Rift Planes of Telara' Cinematic Trailer, Marvel 'Super Hero
Squad Online' Trailer, Fallout New Vegas E3 2010 Trailer, Fallout: New Vegas Game
intro cinematic

INTEGRATED DESIGN SOLUTIONS

Generalist

June 2013

Architecture visualization, modeling, texturing and cleanup based on Architect plans and
CAD models.

ANIMAL LOGIC – TVC Division

Modeler, Sculptor

December 2009 – March 2010

Modeling engine parts, car sized treadmill and oil magnet, attachments and set extensions
for TV commercials.

Project:

4 Acura TV commercials

RED CARTEL

Generalist

September 2009 - October 2009

TWITCH STUDIOS

(now **Red Cartel**)

Junior Generalist

January 2006 – July 2009

Poker machine big screen animations, TV spots, web banner ads, marketing images.
Modeler/ Texturing, Animator, Scene Assembly

Clients/Projects:

Creative Assembly, Aristocrat, Toyota, RMG, Kellogs and Eidos Interactive

Computer Grahpics College Sydney

(now **SAE Qantm**)

August 2004 - November 2005