

# Brenton Goodwin

Senior Modeller  
/Character Artist

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🎨 ArtStation

## SKILLS

Organic and hard surface modelling and sculpting, texturing, animation, pre-visualization, scene layout, art direction, asset management and quality control, team mentoring

## SOFTWARE

Maya, Zbrush, 3ds Max, Substance Painter, Marvelous Designer, Adobe Suite, Unreal Engine 4, Topogun,

## EDUCATION

SAE Quantm, Computer Graphics College Sydney.  
October 2003- November 2004

Diploma in 3D Graphics and Animation

## SUMMARY

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A senior modeller and character artist with over 12 year experience creating assets for feature film, feature animations, VR gaming experiences, AAA game cinematics and in game assets.

## EXPERIENCE

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### Dreamsail Games NYC/ Senior Character Artist

June 2017 - PRESENT, New York

Character and Environmental asset development, modelling both high and lowpoly assets, baking, texturing and implementation into Unreal Engine 4 for VR experiences.

Developing and implementing a studio asset pipeline, research and development, managing and mentoring junior artists.

### Animal Logic/ Modeller and Creature Artist

August 2014 - May 2017, Sydney Australia

Photo real character and creature sculpting for feature animations. Hard surface and organic modelling from concept art, set extension and scene layout. Working with directors and story department to develop scenes from preproduction through to final render.

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

### Plastic Wax Animation Studios/ Senior Generalist and Asset Lead

April 2009 - August 2014, Sydney Australia.

Creating character, prop and environmental assets from concept stage through to modelling, sculpting, texturing and assembly for AAA marketing cinematics and ingame cutscenes. Developing and implementing pipelines to take assets from in-game quality to high res. Managing and mentoring internal asset creation teams in addition to external freelancers. Additional duties included scene layout, animation and motion capture clean up and cloth simulation.

Titles include: DC Studios Infinite Crisis, LittleBigPlanet, Dungeons and Dragons; Tyranny of Dragons, Fallout: New Vegas, Dirty Bomb: Scrubs, Disney's Epic Mickey, Cid Meade's Civilization, Neverwinter 3, Darksiders 2, Saints Row: The Third, Warhammer 40,000, Dawn of War "Retribution", Marvel's Super Hero Squad

### Red Cartel/Generalist

January 2006 - April 2009, Sydney Australia

Modelling, texturing, animation and scene assembly for Poker Machine Animations, web banner ads and marketing images. Clients included; Aristocrat, Creative Assembly, Toyota, RMG, Kellogg's and Edie's Interactive.

## OTHER PROJECTS/FREELANCE

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- **Periscope Games**, Character Artist for Post Scriptum, Unreal Engine 4 character models
- **Integrated Design Solutions**, 3D Generalist for Architectural visualization models.