

Brandon Greenawalt

ENVIRONMENT ARTIST

Contact

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CAREER OBJECTIVE

To work in a professional environment where I develop 3D art for videos games. I want to work with equally passionate individuals and collaborate in pushing a project's quality past its original goal.

EXPERIENCE

Fairplay Labs — *Environment Artist*

JUNE 2017 - PRESENT

I am working on multiple currently unannounced titles which require me to conceptualize, develop, and implement various assets and environments involving both 2D and 3D.

Ghost Machine Studios — *Quality Assurance Manager*

MAY 2016 - MARCH 2017

I test various builds of our games. I report all player experiences, any bugs I encounter, and how to replicate the issues.

Global Game Jam 2016 — *Art Director*

JANUARY 2016

I led five colleagues during development of the game "Breaking Joe." I modeled the player assets and was the sole Texture Artist.

EDUCATION

Savannah College of Art and Design, Savannah, GA — *BFA Interactive Design & Game Development*

SEPTEMBER 2015 - JUNE 2018

Concentration: Game Development.

Greensburg Central Catholic High School, Greensburg, PA — *High School Diploma*

JANUARY 2012 - MAY 2014

SKILLS

Environment Design.

3D Modeling.

Texturing.

Maya.

Unreal Engine.

Photoshop.

Substance Painter.

Substance Designer.

Zbrush.

World Machine.

3DS Max.

Quixel.

SpeedTree.

TopoGun.