

BRANDON NEWTON

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OBJECTIVE

A technical professional with experience in project management and extensive expertise across many disciplines of game art creation, is seeking to leverage his talents and wealth of experience in a challenging and engaging role.

SKILLS

- Critical thinking & problem solving
- Project management
- Working in distributed teams
- Outsource vendor relations
- Direct communicator
- Microsoft Office Suite
- Adobe Creative Suite
- 3d Studio Max
- 3dCoat (digital sculpting)
- Unreal Engine 3 & 4
- Unity
- Substance Designer
- Substance Painter
- Rigging
- Shader creation
- 3d modeling
- Animation
- Texturing
- Gameplay programming
- VBScript & VBA
- C#
- HTML

RELEVANT WORK HISTORY

KPMG — OCTOBER 2012 - CURRENT

LEAD PROJECT COORDINATOR

- Coordinated the production of audit documentation
- Coordinated with 3rd party vendor for clerical and editorial services
- Maintained documents to company standards.
- Designed and built a new, software toolkit for document formatting
- Improved existing internal word processing software tools
 - Design and programming tools
 - Coordination of testing activities
 - Documentation and video training materials-++
 - Integration with 3rd party vendor workflow
 - More than 2000 person-hours of labor saved per year

FEDEX OFFICE — MARCH 2010 - OCTOBER 2012

LEAD PRODUCTION COORDINATOR

- Customer service
- Managed production project scheduling
- Print production
- Customer consultation
- Graphic design

PRECISION SOLAR — JANUARY 2005 - MAY 2005

TECHNICAL CONTRACTOR

- Created 3d models of company's main product
- Maintained company website
- Sourced, designed, and built internal network
- Created an inventory management web app

EDUCATION:

DEVRY UNIVERSITY

BACHELOR OF SCIENCE — GAME AND SIMULATION

PROGRAMMING

SELECT PROJECTS

PERSONAL — MAGPIE APP PROJECT
2015 - PRESENT

3D GENERALIST

- Modeling and texturing of props
- Programming gameplay logic
- Android deployment

DARKAIN ARTS —

VARIOUS - 2008 - 2012

CONTRACT 3D ARTIST

- Character modeling
- Texturing
- Character rigging

CLANCORE DESIGN GROUP—

STARSIEGE 2845 - 2003 - 2007

GENERALIST AND GAMEPLAY SCRIPTER

- Vehicle and prop modeling
- Vehicle and prop animation
- Vehicle and prop texturing
- Gameplay scripting
- Vehicle movement and control system programming

ACADEMY OF ART COLLEGE SAN FRANCISCO

ANIMATION