

BRITTWOOD

3DARTIST



918-839-6936

BRITT-WOOD.COM

BRITTNY.M.WOOD@GMAIL.COM

AS AN EXPERIENCED 3D ARTIST, I HAVE NINE YEARS OF EXPERTISE IN THE GAMING AND SERIOUS GAMING INDUSTRIES.

I HAVE REFERENCES & ADDITIONAL ARTWORK AVAILABLE UPON REQUEST.

SKILLS

MAYA / 3DS MAX
UNREAL / UNITY
SUBSTANCE PAINTER
VR PRODUCTION
HIGH / LOW POLY MODELING
ZBRUSH
PHOTOSHOP
PERFORCE / GIT / SVN
JIRA / REDMINE
AGILE PROCESSES
OUTSOURCING ASSETS
3D PIPELINE MANAGEMENT

EDUCATION

MASTERS OF INTERACTIVE TECHNOLOGY

THE GUILDHALL AT SOUTHERN METHODIST UNIVERSITY

BACHELORS OF FINE ART

UNIVERSITY OF CENTRAL OKLAHOMA

ASSOCIATES OF STUDIO ART

CARL ALBERT STATE COLLEGE

WORK EXPERIENCE

XR ARTIST

ACCENTURE
AUG. 2022 - DEC. 2023

- CONCEPTED & MODELED EFFICIENT 3D ASSETS FOR AR & VR PROJECTS
- CREATED OPTIMIZED PARTICLE EFFECTS FOR VR APPLICATIONS
- CRAFTED IMMERSIVE ENVIRONMENTS USING UNREAL & UNITY ENGINES

3D ARTIST

TORCH TECHNOLOGIES
JUL. 2019 - AUG. 2022

- MODELED HARD-SURFACE, 3D ASSETS TO TECHNICAL SPECIFICATIONS
- CONSTRUCTED & MANAGED UNREAL BLUEPRINTS FOR ASSET INTERACTIVITY
- UTILIZED & CONTRIBUTED TO THE PROCEDURAL MATERIAL LIBRARY

ART MANAGER

PINNACLE SOLUTIONS, INC.
MAR. 2017 - JUL. 2019

- MODELED HIGH-FIDELITY, HARD-SURFACE 3D ASSETS
- UPDATED AND MANAGED DISTINCT 3D PIPELINES FOR MULTIPLE PROJECTS
- COLLABORATED WITH PRODUCERS TO ESTABLISH & ORGANIZE ART TEAM TASKS

GAME ART LECTURER

UNIVERSITY OF ALABAMA
AUG. 2017 - DEC. 2017

- INSTRUCTOR FOR INTRODUCTORY 3D ANIMATION AND VISUAL STORYTELLING CLASSES
- DEVELOPED CURRICULUM FOR BOTH CLASSES
- PROVIDED GUIDANCE TO STUDENTS IN THE GAME DEVELOPMENT AND ART DEPARTMENT

3D ARTIST

CAMBER CORPORATION
OCT. 2014 - OCT. 2016

- MODELED BOTH LOW & HIGH-POLY ENVIRONMENT ASSETS
- AIDED IN THE DEVELOPMENT OF ENVIRONMENTS
- CREATED UNITY SHADERS FOR A RANGE OF REALISTIC MATERIALS

