



3D Artist

Brittany M. Wood

Website: britt-wood.com

Ph: 918.839.6936

Email: brittnymagon@gmail.com

Skills & Software

- Autodesk 3DS Max
- Autodesk Maya
- Autodesk Mudbox
- Adobe Photoshop
- Adobe Illustrator
- Substance Painter & Designer
- Unity
- Unreal Development Kit
- Tortoise SVN
- Perforce
- UV Unwrapping
- PBR Texturing Pipeline
- JIRA
- High/Low-Poly Modeling
- Texturing
- Rigging
- Illustration
- Rendering
- VR Production Experience

Game & App Experience

3D Artist for *MUM-T: Strikeforce* – 3D Multiplayer RTS, Unity

- Modeled and textured realistic, hard-surfaced models
- Created and placed decals for added environment detail
- Populated game environment with assets

3D Artist for *Lucid Dreams*- First-Person, 3D Exploration Game, Unreal Engine - 6 months, Team of 11

- Modeled and textured unique art assets
- Created custom shader effects using the UDK material editor
- Streamlined the art creation process by creating and maintaining the master material in the UDK material editor

3D Artist for *Jungle Thunder*- 3D Multi-Player FPS, Capture the Flag, Unreal Engine - 4 months, Team of 6

- Modeled and textured unique and shared art assets
- Assisted with art documentation and asset database
- Maintained art assets in Tortoise SVN

Lead 2D Artist for *Behold! The Lazer Beast* - 2D Puzzle, Platformer, Torque Engine - 2 months - Team of 4

- Created multiple sprite sheets for unique animations
- Created interesting concept art and environment assets
- Implemented all art assets into TorqueX for Level Designer use

Master's Thesis

Creating Custom Shaders for a Unique and Unified Art Style

Can shaders be used in efficient and specific ways to create unique and consistent visual styles? This thesis explores the methods and results of creating and implementing unique shaders in a game environment.

- Create shaders based on fine art mediums
- Test shaders in Rendermonkey (GLSL)
- Model, texture, and construct a simple scene in UDK
- Convert shaders from GLSL to HLSL in the UDK Material Editor
- Record and process results

Professional Experience

Freelance 3D Artist – Oct 2016 – Present

- Modeled and textured various props for multiple game projects
- Utilized PBR texturing pipeline for next-gen asset creation
- Created modular environment assets for a VR project
- Worked with clients remotely

Camber Corporation – Huntsville, AL – Oct 2014 – Oct 2016

3D Artist

Responsible for creating 3D art assets for use in multiple simulations and serious games apps

- Modeled and textured low-poly and high-poly environment assets (vehicles, buildings, props, etc.)
- Set-up shaders, in Unity, for a variety of realistic materials
- Assisted with scene/environment creation

Robinson Construction – Wister, OK – Jul 2011 – Dec 2011

Administrative Assistant

Responsible for managing the secondary office

- Created and maintained financial spreadsheets in Excel and Intuit Quickbooks
- Performed general office duties such as: filing, correspondence with clients and employees, payroll, etc.

TTT English Academy - Seoul, S. Korea - Jan 2010 – May 2011

Art/English Teacher

Responsible for teaching Korean Students art with English instruction

- Strengthened my students' English-speaking and artistic skills
- Organized art projects and lesson plans for various age groups
- Provided excellent classroom management and engaging lessons

Education

Masters of Interactive Technology (Art Creation concentration)

The Guildhall at Southern Methodist University – Plano, Texas
January 2012 - December 2013

Bachelor of Fine Arts (Studio Art concentration with a minor in Art History)

University of Central Oklahoma – Edmond, Oklahoma
Aug 2007 - Dec 2009
Dean's Honor Roll for Spring and Fall 2009

University of Oklahoma – Norman, Oklahoma (Film & Video Studies/Studio Art)
Aug 2006 - 2007

Associate of Arts (Fine and Studio Arts)

Carl Albert State College
Aug 2004 – May 2006