

Brandon H Jones

San Francisco CA
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Objective To create art for real-time and film productions

Skills

- Proficient in Maya 8.5, Max 9, XSI 6.5, Photoshop, Zbrush 3.1, Painter
- Concept art, matte painting, modeling, UV unwrapping, texturing
- Exceptional drawing and painting skills
- Compositing and motion graphics
- Leadership experience including supervisory positions

Education

The Art Institute of California - San Francisco, San Francisco, C.A.
B.S. Game Art and Design studies, 3.9 GPA

Experience

12/08-03/09

Apex Arts, San Francisco, C.A.

Owner/Freelance Artist

- Provide concept and production art for game and film companies
- Clients include Aurora Feint, RKG Games, Lamplighter, and more

12/08-02/09

Concept Art House, Berkeley, C.A.

Concept Art Intern

- Created and edited illustrations for SOE, Wizards of the Coast, Paizo

12/07-06/08

Stanford Virtual Worlds Group, Palo Alto, C.A.

Digital Artist Intern

- Conceptualized and produced 3D environments and assets
- Communicated with engineers to meet their needs and deadlines
- Critiqued and assisted team members in production

10/07-12/07

Mindfuse Inc., Emeryville, C.A.

Asset Modeler and Texture Artist

- Created vehicles for use in a game engine based on concept art
- Imported assets specifically per programming team requirements