

BRANDEN FLOOD

Environment Artist

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SUMMARY

I am a passionate and driven environment artist focused on developing detailed, unique virtual worlds. There is something about building up a new world from concept to polish that truly excites and motivates me to make each design better than the last.

SKILLS

- Environment Art
- 3D modeling and sculpting
- Level Design
- Concept Art
- Adobe Photoshop
- ZBrush
- Substance Painter
- 3ds Max

EDUCATION

2017

Associate in Applied Sciences: Simulation and Game Development

Wake Technical Community College – Raleigh, NC

- Attended Simulation and Game Development program with a focus on 3D design, texturing, and sculpting for virtual environments.
- **Certificates Achieved:**
 - Simulation and Game Development – Fundamentals I
 - Simulation and Game Development – Fundamentals II
 - Simulation and Game Development – Quality Assurance
 - Simulation and Game Development – Modeling and Animation
 - Simulation and Game Development – Business

2012

Associate in Arts: Graphic Design

Wake Technical Community College – Raleigh, NC

- Achieved my general education degree with a focus on graphic design courses.

EXPERIENCE

05/2016 to 07/2016

2D and 3D Artist

Wake Technical Community College – Raleigh, NC

- Student led project capstone, provided game box and poster art, as well as textures, UI, character, and various other 3D art assets for development of game demo. Also acted as a minor level designer, and assisted in quality assurance process.

08/2016 to 11/2016

Quality Assurance Tester

Invisible Collective – Raleigh, NC

- Outsourced Tester for company's first title projected to be released within the year.