



## Brandon M. Volpe

3D Artist

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## SOFTWARE

### 3D Packages:

Maya, 3ds Max, ZBrush, Mudbox, Nuke, Vue, World Machine, Modo, TopoGun, Speedtree Ultimate Unwrap Pro

### Image and Video:

Photoshop, Illustrator, Substance Designer/Painter, Quixel, XNormal, InDesign, After Effects, Premiere Pro, Soundbooth

### Realtime Engines:

Unreal Engine 4, Unity 3D, CryEngine 3

### Skills:

Virtual Reality, HTC Vive, Modeling, Sculpting, Texturing, PBR Materials, UV Mapping, Lighting, World Building, Shaders, Rendering, HDRI Lighting, Vray, Mental Ray

## EDUCATION

### Ferris State University

Digital Animation and Game Design

Bachelor of Applied Science

Grand Rapids, MI

Graduated May 2012

### Macomb

### Community College

Digital Art and Animation

Associate Applied Science

Warren, MI

Graduated December 2008

## WORK EXPERIENCE

### Lead Virtual Reality Artist | Pixlhut - West Bloomfield, MI.

June 2016 - Aug. 2016

While working with the team for a VR project using the HTC Vive my responsibilities were to manage and oversee the 3D models, textures, features, navigation and actions of the user for a car configurator. This project was made using the Unreal Engine.

### E-Learning Instructor | Digital Tutors - Oklahoma City, OK. - Remote

Oct. 2015 – Mar. 2016

As an instructor with the industry leaders in online tutorials I instructed a course called "Modeling and Texturing a Next-Gen Building for Games in 3ds Max", showing a unique workflow with modular pieces for a building facade using 3ds Max, Quixel, Photoshop and Marmoset.

### Senior Design/Artist | Kroll International - Shelby Township, MI.

Aug. 2015 - Dec. 2015

My work included designing a 700 page catalog that was to look like a magazine using Illustrator, Photoshop and InDesign for products related to Military, E.M.S., and Law Enforcement Officers.

### Volunteer | GDC (Game Developers Conference) - San Francisco, CA.

Mar. 2013 - 2016

As a volunteer Conference Associate I'm proud to be part of a huge family of CA's for the biggest and best gaming convention in the world.

### 3D Environment Artist / Level Artist | Black Sand Studios – Remote

Aug. 2014 - July 2015

I was responsible for creating a small multiplayer map with 3D art assets for a prototype level for a game called "World at War: Operation Somalia." A FPS loosely based on the Project Reality mod. We used 3ds Max and Unreal Engine 4 to make 3D models of buildings and props.

### 3D Artist/Level/Design | Frog Invasion Games - Clinton Township, MI.

Dec. 2014 - Mar. 2015

As an indie game company I founded in 2014 called Frog Invasion Games I created 3 mobile games from start to finish including the art, design, game testing and publishing them on the Android marketplace.

### 3D Artist | Pixo Group - Southfield, MI.

Nov. 2014 - Dec. 2014

Working with OnStar, Chevrolet/GM and the Oculus Rift technology I helped make a VR project for the 2014 CES. My responsibilities were to convert high res headlights and taillights into low poly assets and make PBR textures with normal and reflection maps for 3 cars presented in Unity.

### 3D Artist / Level Artist | Xpletive - Clinton Township, MI. – Remote

June 2013 - July 2013

I used 3ds Max and CryEngine to make and manage 3D models to build an arcade style golf cart racing game. My responsibilities were to create the damage/ physics for the golf cart, plan where the obstacles went, like pot holes in the carts path and developed shortcut routes for the players.

### 3D Roto/Compositing Artist | I.E. Effects - Traverse City, MI.

June 2011 - Sep. 2011

During my internship I worked with Nuke to draw roto masks to convert frames into stereoscopic 3D for the movies Harry Potter and the Deathly Hallows:Part 2, Gulliver's Travels, & Green Lantern.

### 3D Artist | Speedshape - Bingham Farms, MI.

May 2009 - July 2009

This was a project making a mock car commercial during an 8 week training workshop. I used 3ds Max, V-Ray, Nuke and Car Craft 4-Wheeler to showcase the Audi R8.