



# BRANDON M. VOLPE

## 3D ARTIST

I specialize in 3D modeling, 3D painting, 2D/ 3D texturing, UV's, animation, and compositing.

### Contact Information

- Clinton Township, MI
- b4volpe@gmail.com
- (586) 943 5472
- www.BrandV3D.com

### Education

- Ferris State University  
Digital Animation and Game Design  
Bachelor of Applied Science  
Grand Rapids, MI
- Macomb Community College  
Digital Art and Animation  
Associate Applied Science  
Warren, MI

### Software

Maya, 3ds Max, Vray, ZBrush, After Effects, Photoshop, Illustrator, Element 3D, Cinema 4D, XNormal, Quixel, Nuke, Substance Painter, Substance Designer, World Machine, Vue 3D-Coat, TopoGun, Speedtree, Modo, InDesign, Premiere Pro

### Game Engines

Unity, Unreal 4, CryEngine

### WORK EXPERIENCE

ALTIA OCT 17 - PRESENT  
**3D TECHNICAL ARTIST**

Alongside the team at Fiat Chrysler I created HMI's (Human Machine Interface) GUI's

- My responsibilities were to create eye-catching graphics with 2D and 3D content for production on embedded GUIs at Altia mainly for the auto industry.

NASCENT GAMES FEB 17 - JUNE 17  
**3D ENVIRONMENT ARTIST**

Video game art for a game called "Kinship" made in Unity

- Created 3D models and textures for buildings and props for a side-scroller game.
- Created the in-game mood and the lighting of scenes using Unity and Photoshop.
- Level designing of the placement of buildings and background items for 2 stages.

PIXLHUT JUN 16 - AUG 16  
**LEAD VIRTUAL REALITY 3D ARTIST**

Working with the team on a car configurator VR project using the HTC Vive and Unreal Engine 4

- My responsibilities were to manage and oversee the 3D assets including the models, textures, and 2D images for a car configurator in the Unreal Engine.
- Created options and buttons and setup the HTC Vive settings for the VR experience.
- Built the features and developed the actions of the user using Blueprints in Unreal.

DIGITAL TUTORS/ PLURALSIGHT OCT 15 - MAR 16  
**3D INSTRUCTOR**

Instructor for tutorials using 3ds Max to create building facades for games at DigitalTutors.com

- As an instructor with the industry leaders in online tutorials I created a course called "Modeling and Texturing a Next-Gen Building for Games in 3ds Max".
- Planned and instructed a unique workflow with modular pieces to create a building.
- Instructed the use of game making software: 3ds Max, Quixel, Photoshop, Marmoset

GDC (GAME DEVELOPERS CONFERENCE) MAR 13 - MAR 16  
**CONFERENCE ASSOCIATE VOLUNTEER**

A volunteer for UBM Tech at GDC in San Francisco, CA

- I'm proud to be part of a huge family of CA's to help out with the events, session and anything else helping it run smoothly making it the biggest and best gaming convention in the world.
- To me being a part of the CA team is a chance to pay it forward as well as having the opportunity to help an attendee, and give them the best experience possible.

FROG INVASION GAMES DEC 14 - MAR 15  
**3D ENVIRONMENT ARTIST**

An indie mobile game company I founded in 2014 called Frog Invasion Games

- Created 3 mobile games from start to finish including the art, design, game testing and publishing them on the Android marketplace.
- The 3 games are: "The Casino Vault Robbery", "Vietnam Chopper", and "Bubble Pop"

VARIOUS STUDIOS JUN 12 - MAY 15  
**FREELANCE 3D ARTIST**

Freelance 3D Artist on numerous projects for:

- Black Sand Studios – "World at War" Game
- Xpletive – US Open Golf Cart Racing
- Pixo Group – GM/OnStar VR Experience at CES
- Speedshape – Audi R8 Spot
- I.E. Effects – (Internship) Converted Harry Potter / movies into stereoscopic 3D