

Michael Brainard

2D/3D Artist

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- Skills:**
- Good communicative skills from various freelance projects I have worked on.
 - Experienced in working from real life references, concepts images and verbal descriptions.
 - Self-Motivated and excellent at meeting deadlines and milestones.
 - Experienced with 3D Studio Max, Photoshop and Modo.
 - Proficient with Maya, Zbrush and Mudbox.
 - Quickly and easily learns and applies new techniques, styles and programs into workflow.

Goals: I have a passion for video games and I enjoy the entire process of designing them from concept to completion. Beyond simply bettering my own skills and techniques, I am always excited to learn new techniques and tools to further myself, the project and the team. I have a strong interest in working with other creative individuals to learn, share and grow throughout the creative process.

- Experience:**
- 2011 Irate Games: Co-Founder/Concept Artist/3D Artist**
- Worked from concept to completion on Irate Games debut iOS title, *Evil Angry Planet*.
 - Defined the art style for *Evil Angry Planet*. Designed concepts of environments, enemies and towers. Created illustrations to be used in-game and for advertising.
 - Modeled, textured and animated various 3D assets for use in the Unity3D engine.
- 2007-2011 SimtheTiq: Freelance 2D/3D Artist**
- Modeled and textured real-time vehicles and weapons from reference for use in simulations.
 - Worked closely with the team at SimtheTiq to ensure models were as accurate as possible to their real world counterparts.
- 2009-2010 Exis Interactive: Freelance 2D/3D Artist**
- Worked with the team at Exis Interactive on an unreleased AAA title.
 - Modeled and textured various assets ranging from environment props to vehicles and weapons based on concepts provided by the studio.
- 2010 Quantum Flux Games: Concept Artist/3D Artist**
- Modeled and textured different environment props and textures based on concepts created earlier in the project.
 - Worked closely with the art lead to create concepts defining the art style, environments and props for an upcoming title.
- 2006-2011 Freelance 2D/3D Artist**
- Worked with various studios including RealDB, Silentfuture and NextGen Reality.
 - Modeled and textured real-time weapons, vehicles and props from concepts and real.

References available upon request