Brian Chapman

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SUMMARY

2D/3D/CAD expert with over 15 years of experience, demonstrating a strong team ethic and professional dedication.

EXPERIENCE

Trick3D, Atlanta, GA - *Freelance 3D Artist (Part-time/intermittent)*
Jan 2022–Jan 2023
- Provided 3D art and modeling services for software development and the airline industry
- Rapidly modeled and textured assets for mobile development with Unity, Maya, 3ds Max, Zbrush, and Substance Painter
- Rigging, animation, mocap adjustments, and retargeting for Unity with Character Creator, IClone, and Maya
- Collaborated with team and developer to troubleshoot and optimize content for the best user experience

AUGI, San Francisco, CA - *3ds Max Content Manager (Volunteer)*
Jun 2013–Present
- Complete 3ds Max content management duties, authoring and editing over one hundred technical magazine articles and tutorials
- Create technical illustrations and graphics to support article content
- Collaborate with authors and provide direction

Higher Orbits, Leesburg, VA - *Graphic Designer (Volunteer)*
Oct 2016–Present
- Promote mission to foster science, technology, engineering, and math in students through graphic design skills
- Collaborate with the team to design and create digital content
- Create digital assets, including brochures, flyers, awards, patches, maps, postcards, apparel designs, and illustrations
- Awarded Volunteer of the Year in 2020

BOSA, Los Angeles, CA - *Concept Modeler for Unreal Engine (Temporary Contract)*
Feb 2022–Oct 2022
- Operated independently to produce 3D content in a client/consultant-style relationship
- Collaborated with director and team to rapidly generate 2D/3D props and environments using Unreal Engine, Maya, Substance Painter, and more for mobile and web development
- Supported content development through scripting, lighting, modeling, rigging/animating props, and user interface creation
- Enhanced performance by optimizing 2D/3D content through material creation, retopology, polygon and texture reduction
- Sequenced cameras and rendered scenes in Unreal Engine for commercial advertisement and marketing
- Composited and edited video in After Effects utilizing Ureal Engine and camera-matching techniques
- Provided quick 3D ideation and exploration for pitch decks and proposals

Westwood Professional Services (Acquired SHG), Las Vegas, NV – S*enior Designer/Application Specialist*
Feb 2008–Jun 2021
- Fulfilled senior civil design duties on residential and transportation teams for numerous projects for the City of Las Vegas and the top 10 builders in the nation utilizing Autocad and Civil 3D
- Completed 3D visualizations, reports, animations, flythroughs, flyovers, and photo simulations for transportation, energy, and land development projects across the country utilizing Unreal Engine, 3ds Max, Infraworks, GIS, and CAD software
- Utilized surveys, Lidar point cloud, Trimble software, drone flight data, GIS technology, and more for precise modeling, mapping, and rendering of site conditions
- Constructed hundreds of 3-dimensional terrain and earthwork models to support design decisions and content
- Created tools and apps using Autolisp, C# .NET, MaxScript, GIS, and various APIs and SDKs, increasing team production by approximately 400% and aiding in the company branding efforts and sell
- Awarded Employee of the Year in 2012

EXPERIENCE (CONTINUED)

Ironside Engineering and Development, Show Low, AZ - *Senior Designer*
Jan 2000–Jan 2008
- Performed design duties for land development projects utilizing Autocad and Civil 3D
- Developed and maintained the company website
- Assisted with reports for proposals and agency approvals
- Completed color illustrations for site plans and maps
- Maintained CAD standards and documentation, as well as the network and security system

SKILLS

2D Art/Photography: color theory, composition, composting, illustration, layout, matte painting, photography (DSLR), sketching, technical writing, typography, user interfaces, animation, vector art, video editing

2D Software/Video: Adobe After Effects, Adobe Express, Adobe Illustrator, Adobe InDesign, Adobe Lightroom, Adobe Media Encoder, Adobe Photoshop, Adobe Premier, Adobe Animate, AutoCAD, Clip Studio, Figma, Sketchbook

3D Art: 3D modeling, animation, blueprints (UE), camera animation, level building, lighting, material creation, optimization, photogrammetry, prop rigging, character rigging (rookie), rendering, retopology, scanning, sculpting, subdivision modeling, texturing, UV mapping

3D Software: Autodesk 3ds Max, Autodesk Maya, Autodesk Civil 3D/Autocad, Autodesk Infraworks, Dragonframe, Keyshot, Lumion, Substance 3D Designer, Substance 3D Painter, Unity, Unreal Engine, ZBrush, TwinMotion

Programming Skills: Application development with Visual Studio and Visual Code, C# .NET, HTML, CSS, Javascript, Jquery, Bootstrap, Actionscript, Python, C++ (novice), MaxScript, MelScript

EDUCATION

Southern New Hampshire University, Manchester, NH
BA, Graphic Design & Media Arts – Web Design
Nov 2021–Dec 2023
Multiple honors. Alpha Sigma Lambda, Honor Society, Presidential List, NSLS. 4.0 GPA

Full Sail University, Winter Park, FL
3D Art Undergraduate Certificate
Jul 2021–Feb 2022
Course Director Award, Advanced Achievement Award. 4.0 GPA

Eastern Arizona College, Thatcher, AZ
Computer-aided Design and Drafting (AAS)
Jan 1998–May 2000
Multiple honors. 3.6 GPA

CERTIFICATES

CG Master Academy: Art of Lighting for Unreal Engine, Environment Art for Unreal Engine, Hard Surface Modeling for Film, and Nuke Composting for 3D Artists