



BRANDON M. VOLPE

3D ENVIRONMENT ARTIST

Specializing in the building of environments, props, and level art.

Contact Information

- Clinton Township, MI
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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, ZBrush, Photoshop, Illustrator, XNormal, Quixel Suite, Substance Painter, Substance Designer, World Machine, 3D-Coat, TopoGun, Speedtree, After Effects, Modo, InDesign, Vray

Game Engines

Unreal 4, CryEngine, Unity

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